iOS 7 Tech Talks 2013



These are confidential sessions—please refrain from streaming, blogging, or taking pictures

User Interface Design for iOS 7 Apps

Mike Stern
User Experience Evangelist



Getting Started

Clarity Deference



9:41 AM

1 100% [

San Francisco

Partly Cloud



Monday Today

66

2PM 1PM Now 10AM 11AM 12PM

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62 63

64

Tuesday

Wednesday

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Saturday









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9:41 AM

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San Francisco

Partly Cloud



Monday Today

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2PM 1PM Now 10AM 11AM 12PM

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Saturday









66

65 53

74 59

77 57



1......





1 of 8





Fritz Ogden

To: Mieko Haire more...



Say "cheese"

June 12, 2013 at 9:40 AM

Wow, that weekend flew by. Way too short. But i got a lot of great photos. Send me yours and I'll put them together in an album. In the meantime, here's a good one of Ken and Angela in front of the infamous blue wall.













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Questions

Am I using words people understand?

Am I using words people understand?

Can people tell what my app does just by looking at it?

Am I using words people understand?

Can people tell what my app does just by looking at it?

Can people use my app with little or no instruction?

Does the interface call attention to itself?

Does the interface call attention to itself?

Does the interface compete with content?

Does the interface call attention to itself?

Does the interface compete with content?

Can content be bigger and more central?

Do people get lost or disoriented in my app?

Do people get lost or disoriented in my app?

How do screens in my app spatially relate to each other?

Do people get lost or disoriented in my app?

How do screens in my app spatially relate to each other?

How can animation provide a sense of continuity?



Look & Eel

Look & Eel

App Icons

Interface Icons

Tint Colors

Button Borders

Boxes, Lines and Shadows

App Icons

Interface Icons

Tint Colors

Button Borders

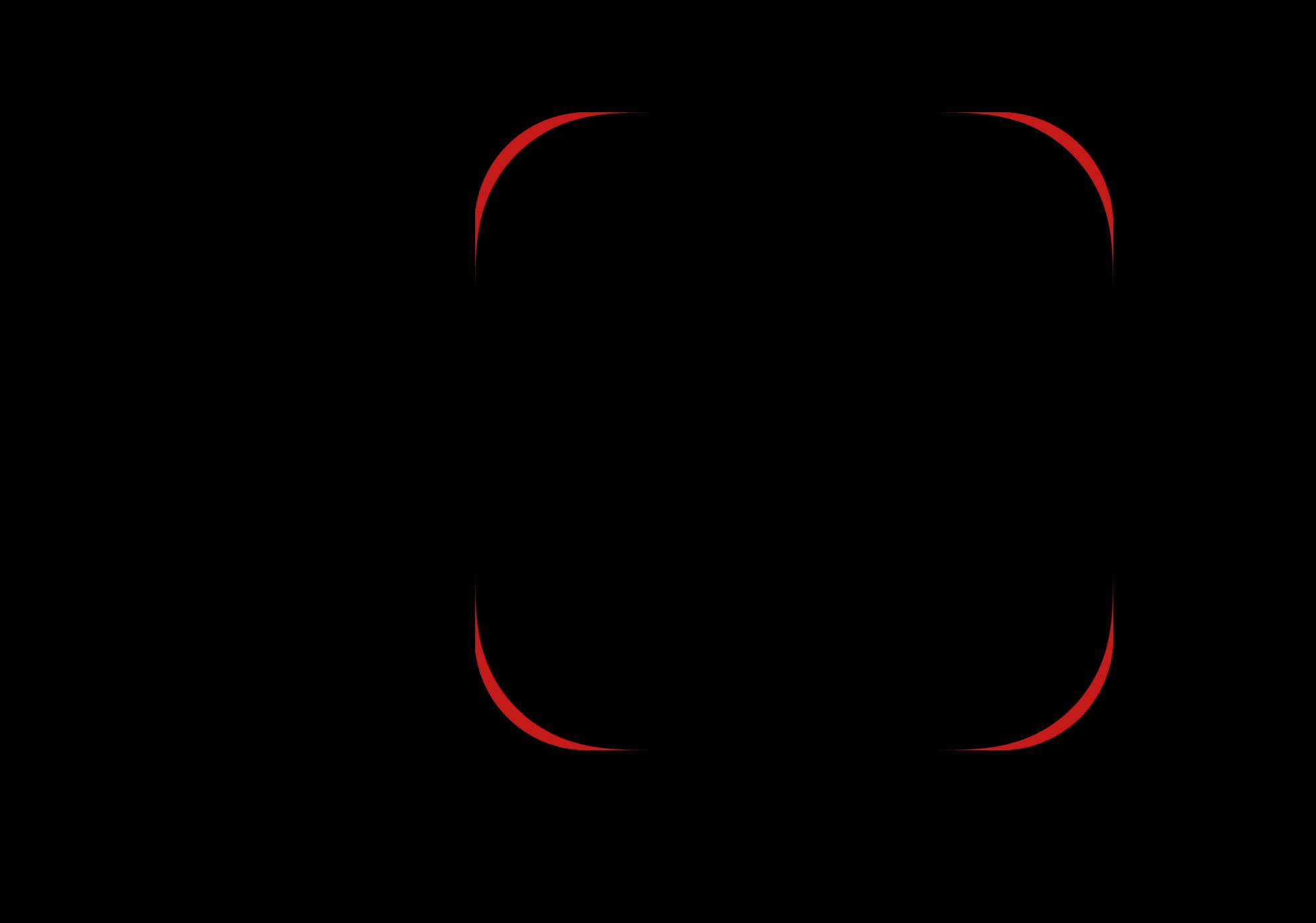
Boxes, Lines and Shadows

Monday

Monday



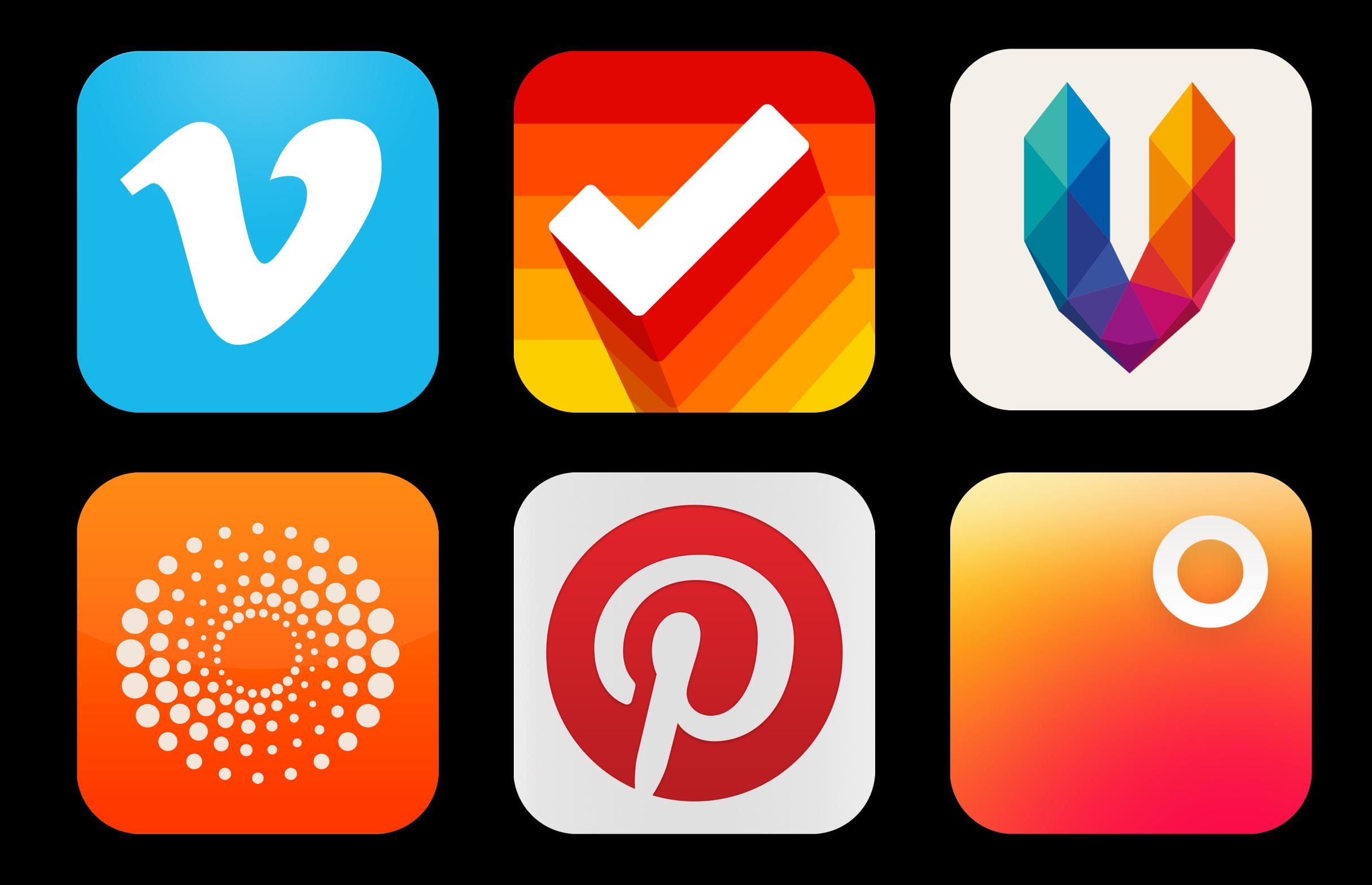












App Icons

Interface Icons

Tint Colors

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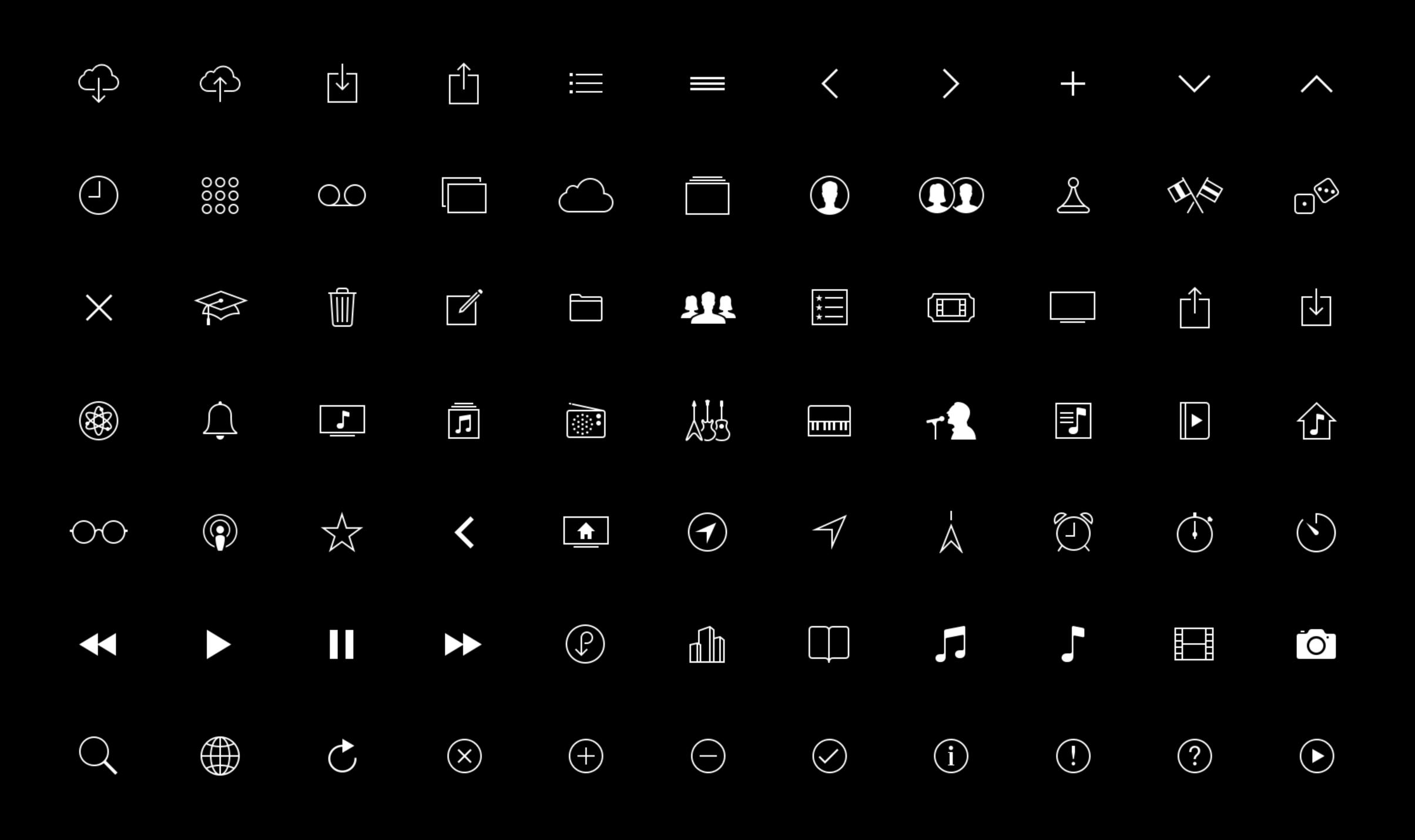
App Icons

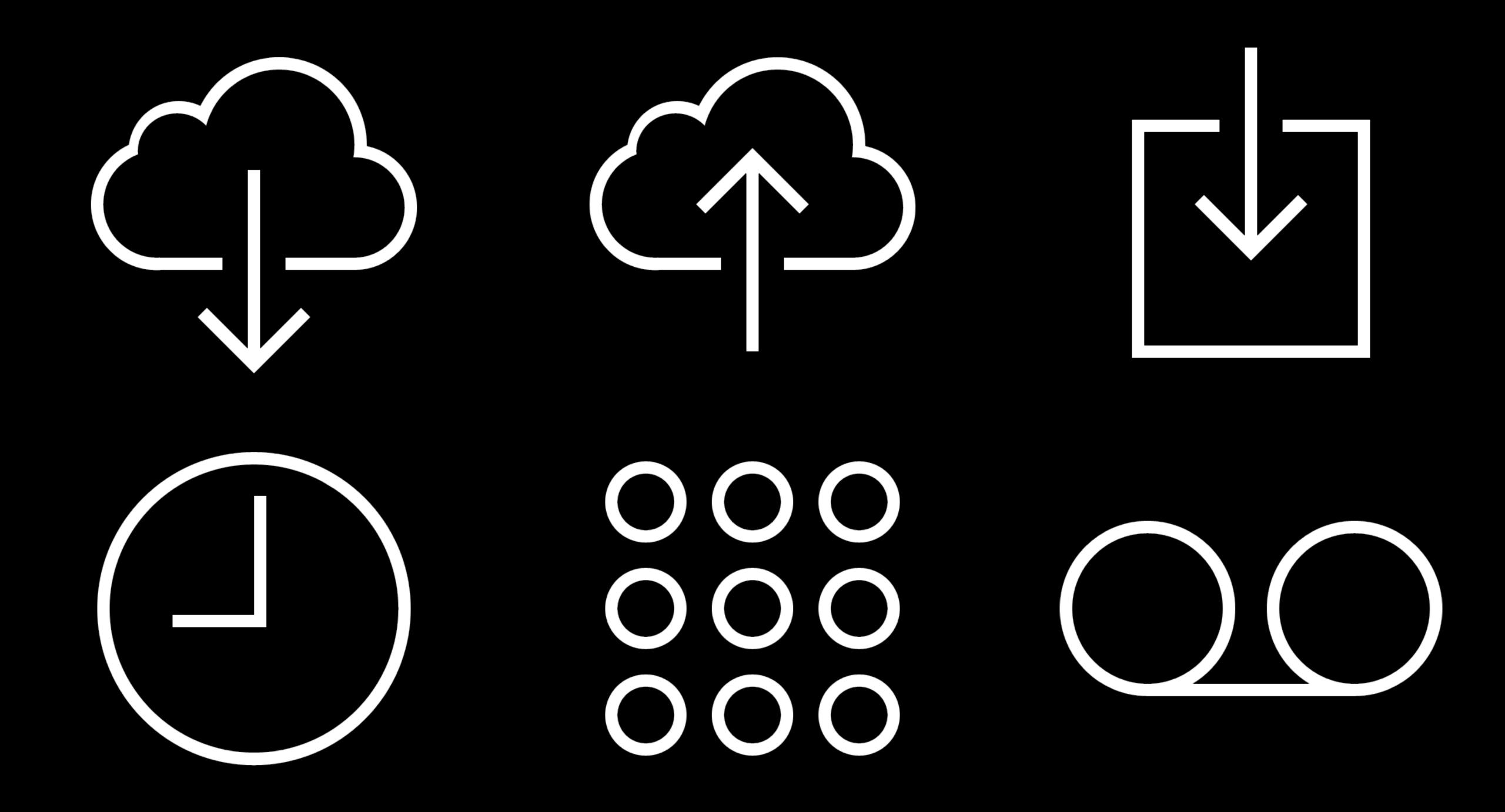
Interface Icons

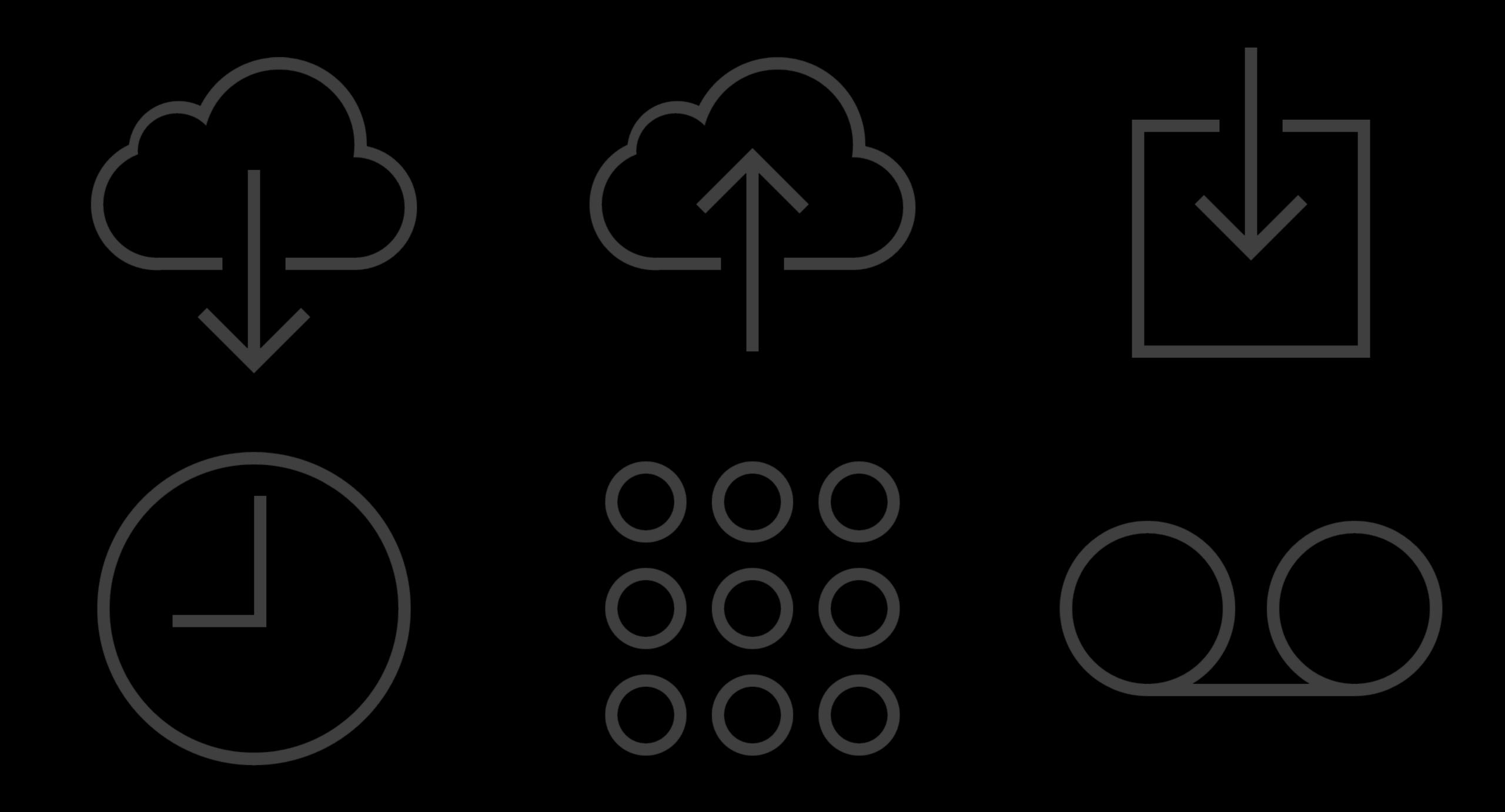
Tint Colors

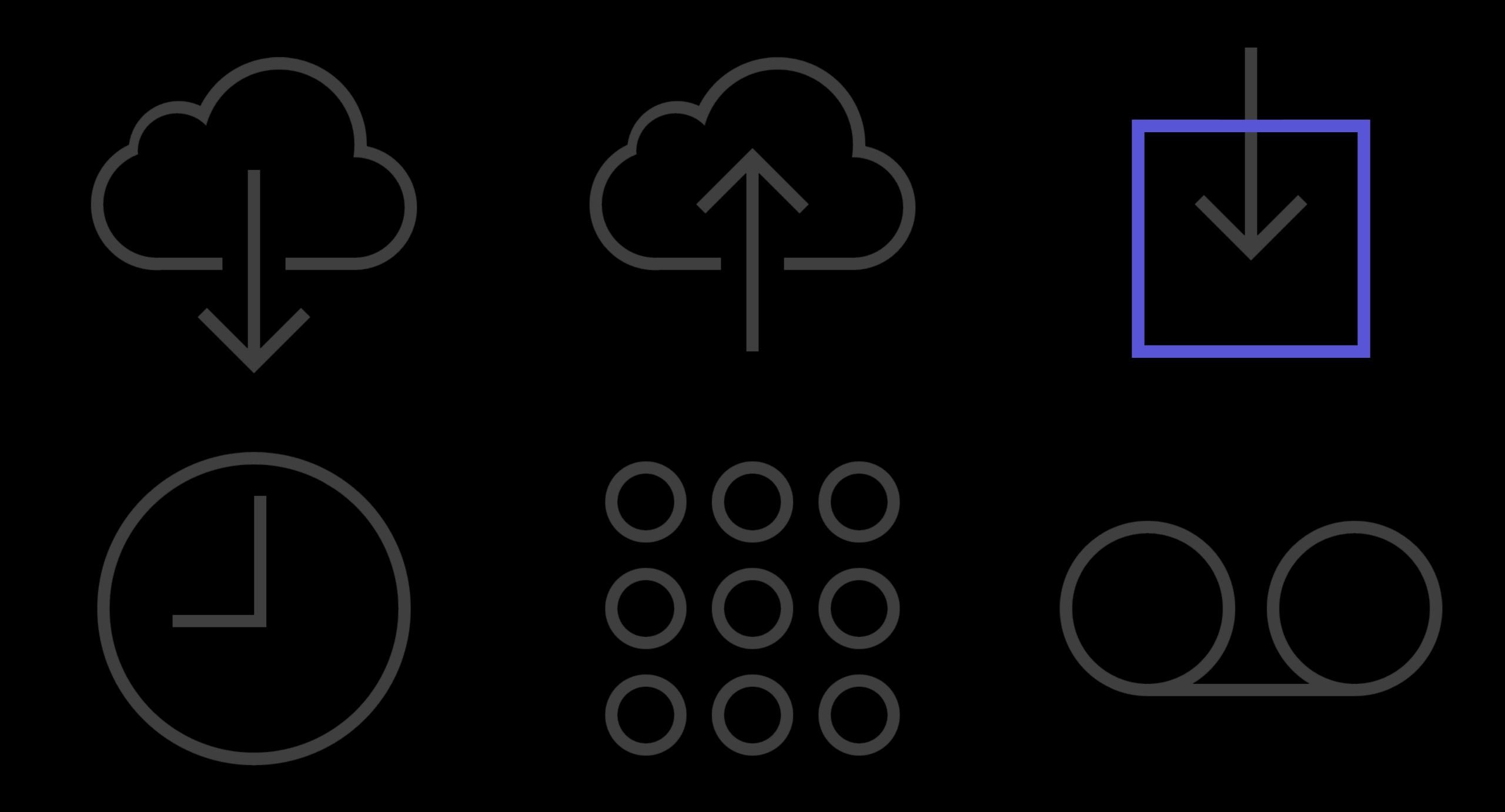
Button Borders

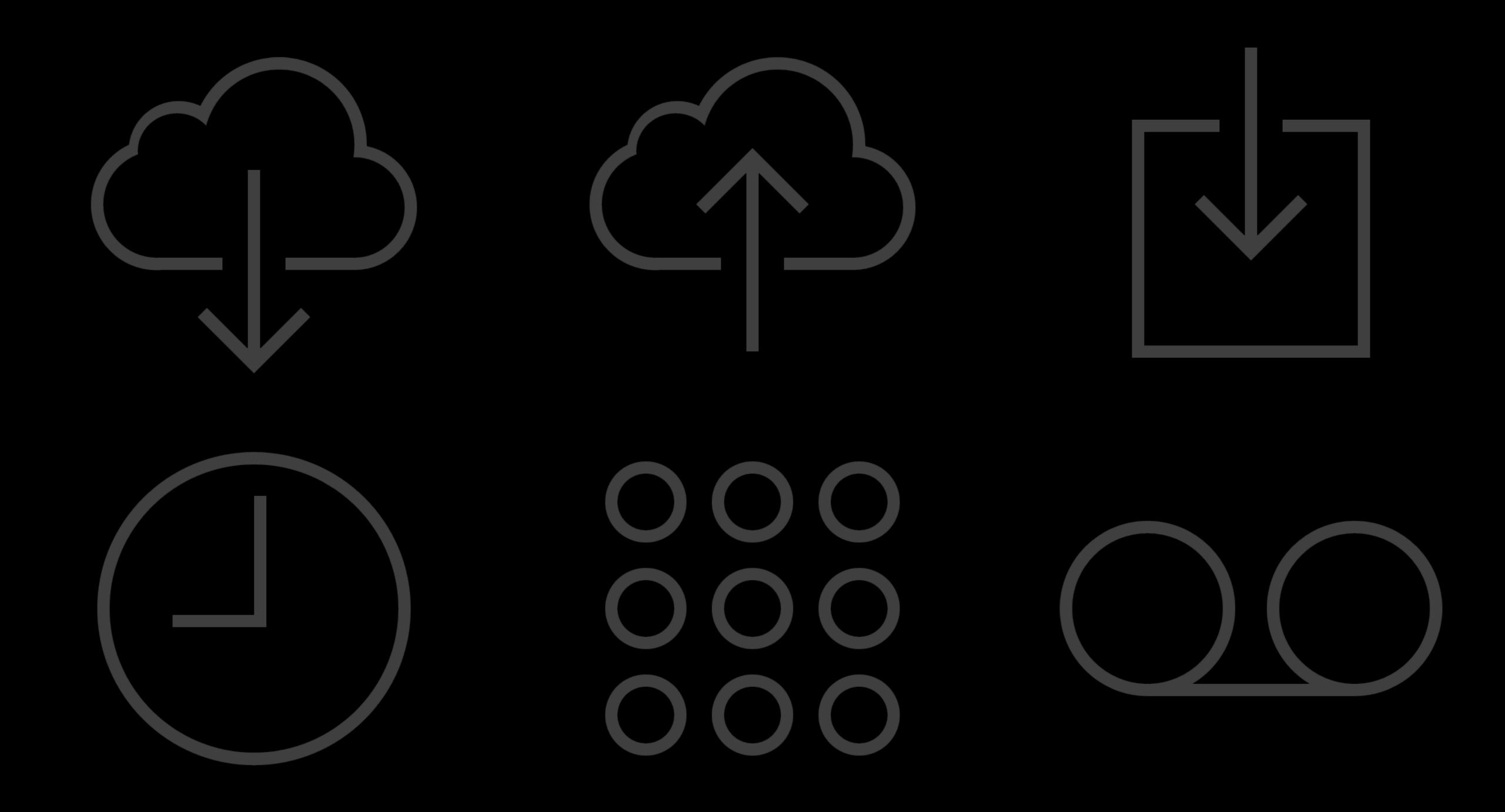
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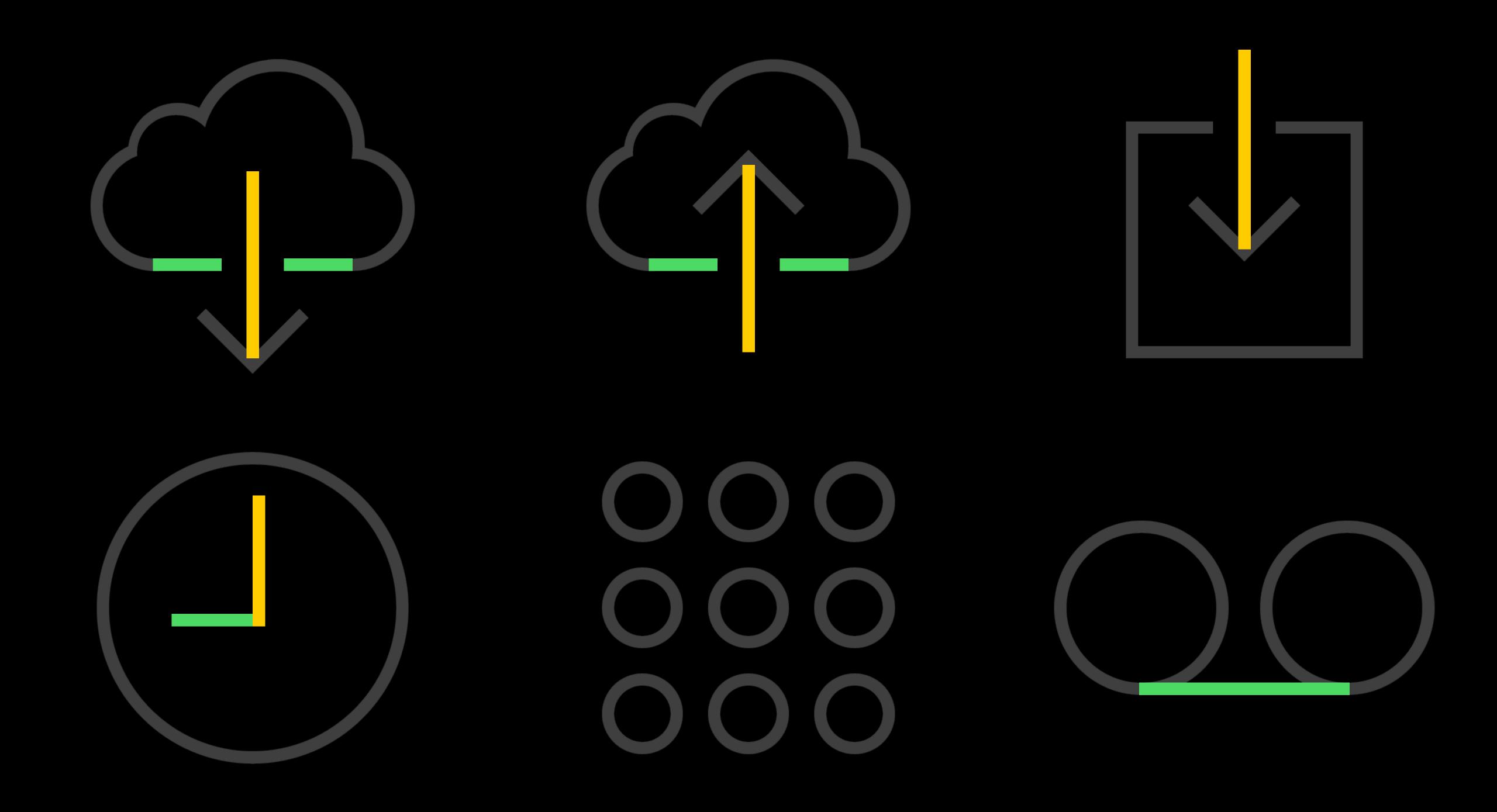


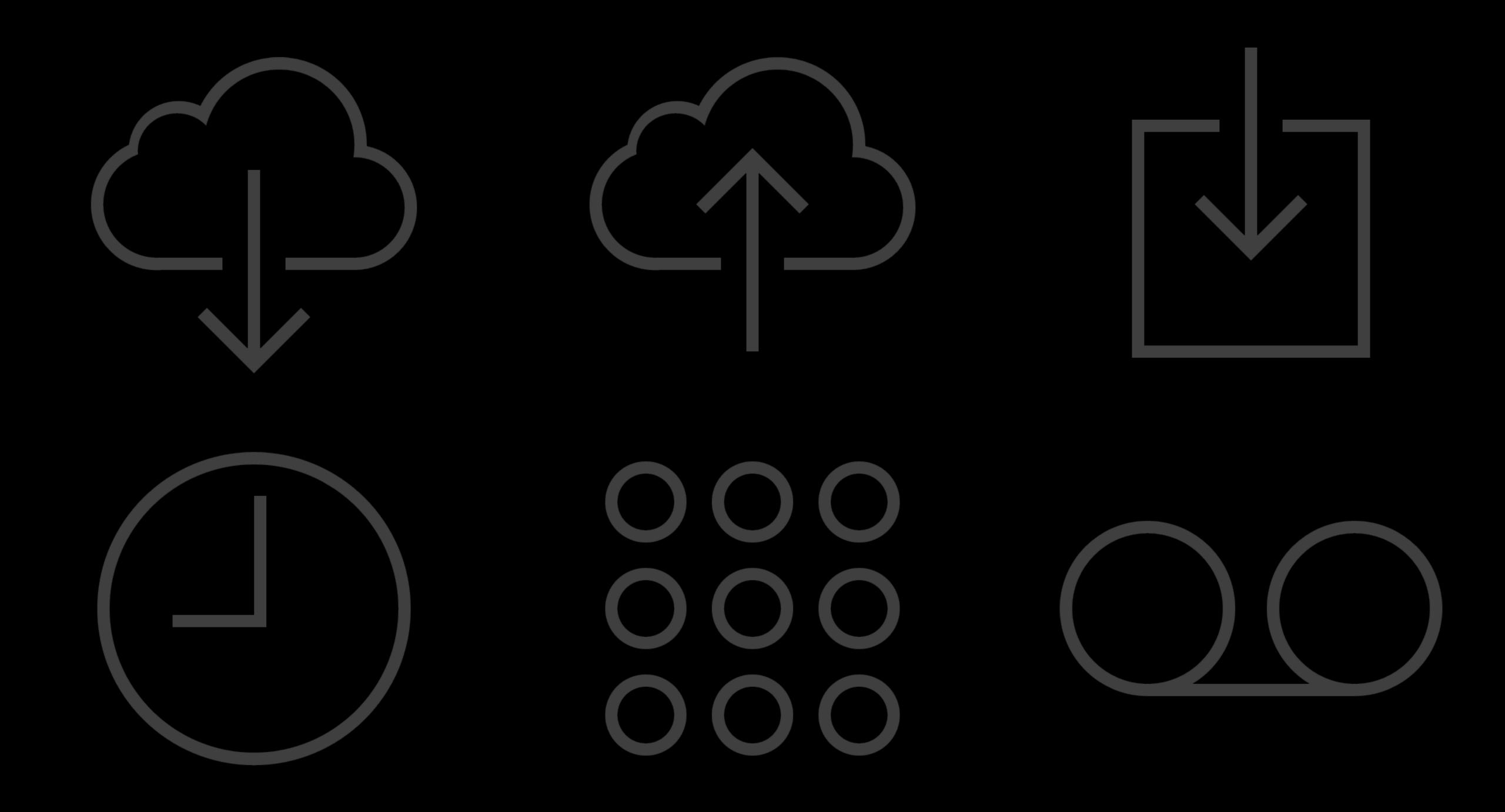


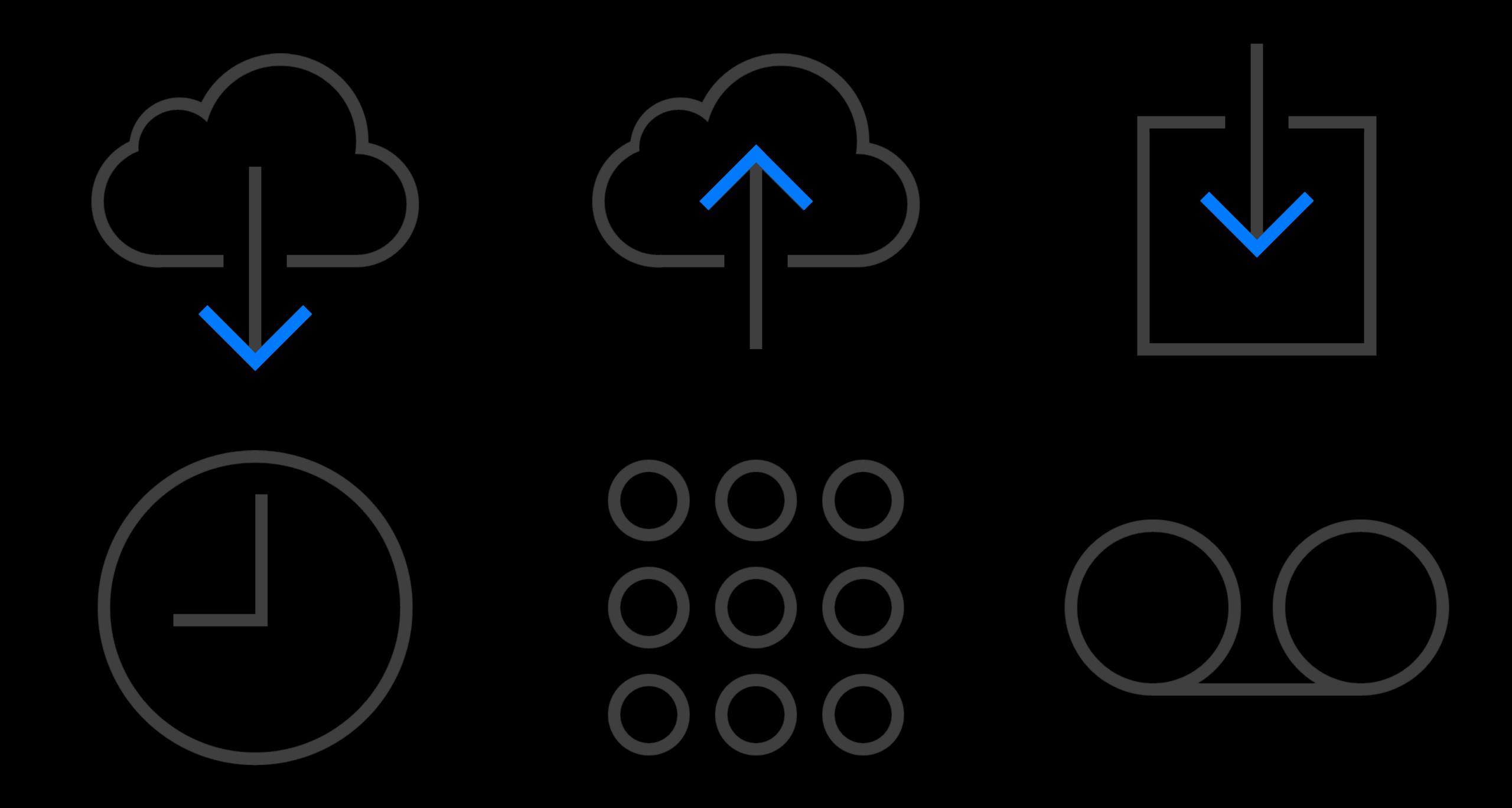


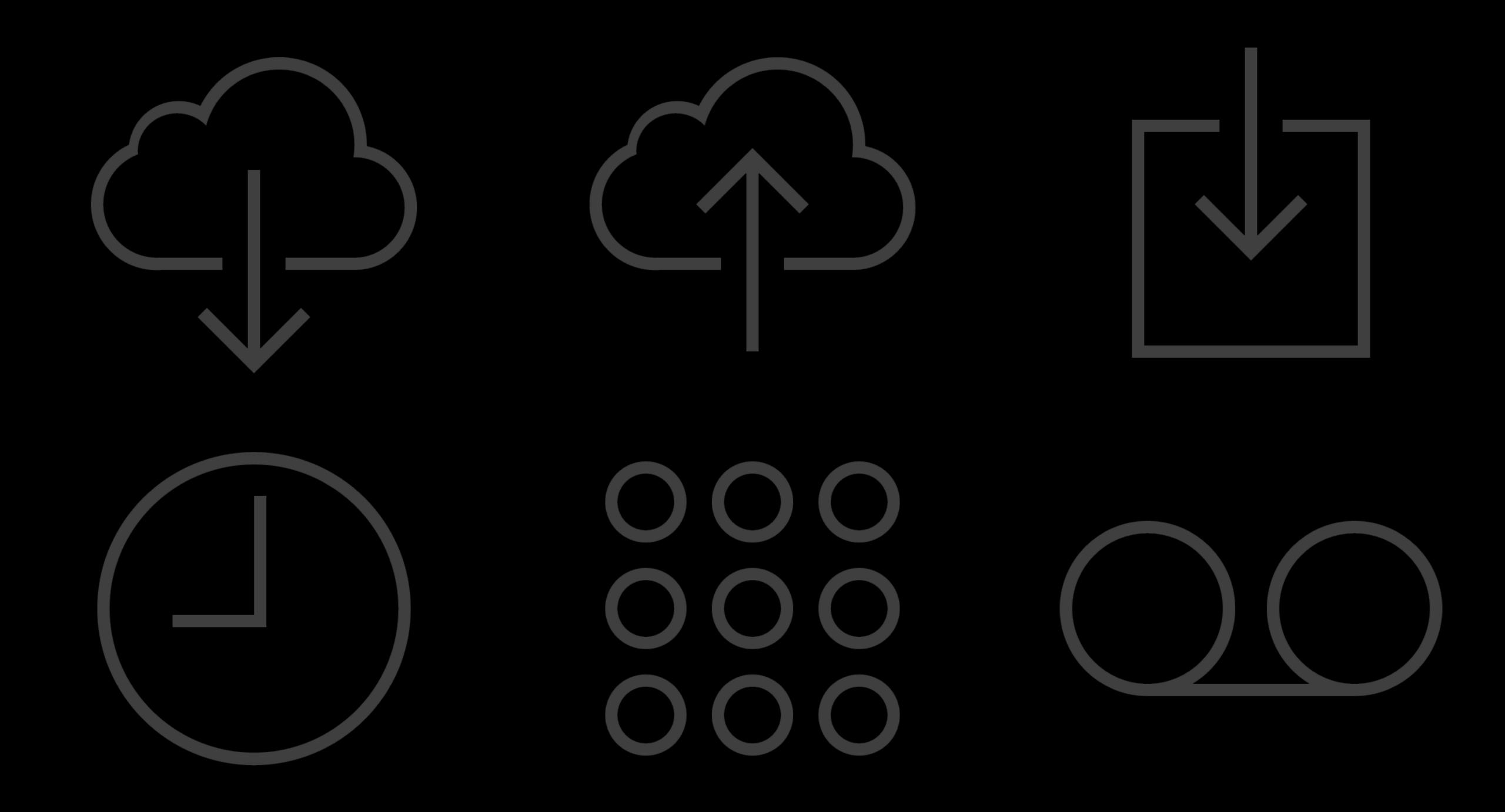


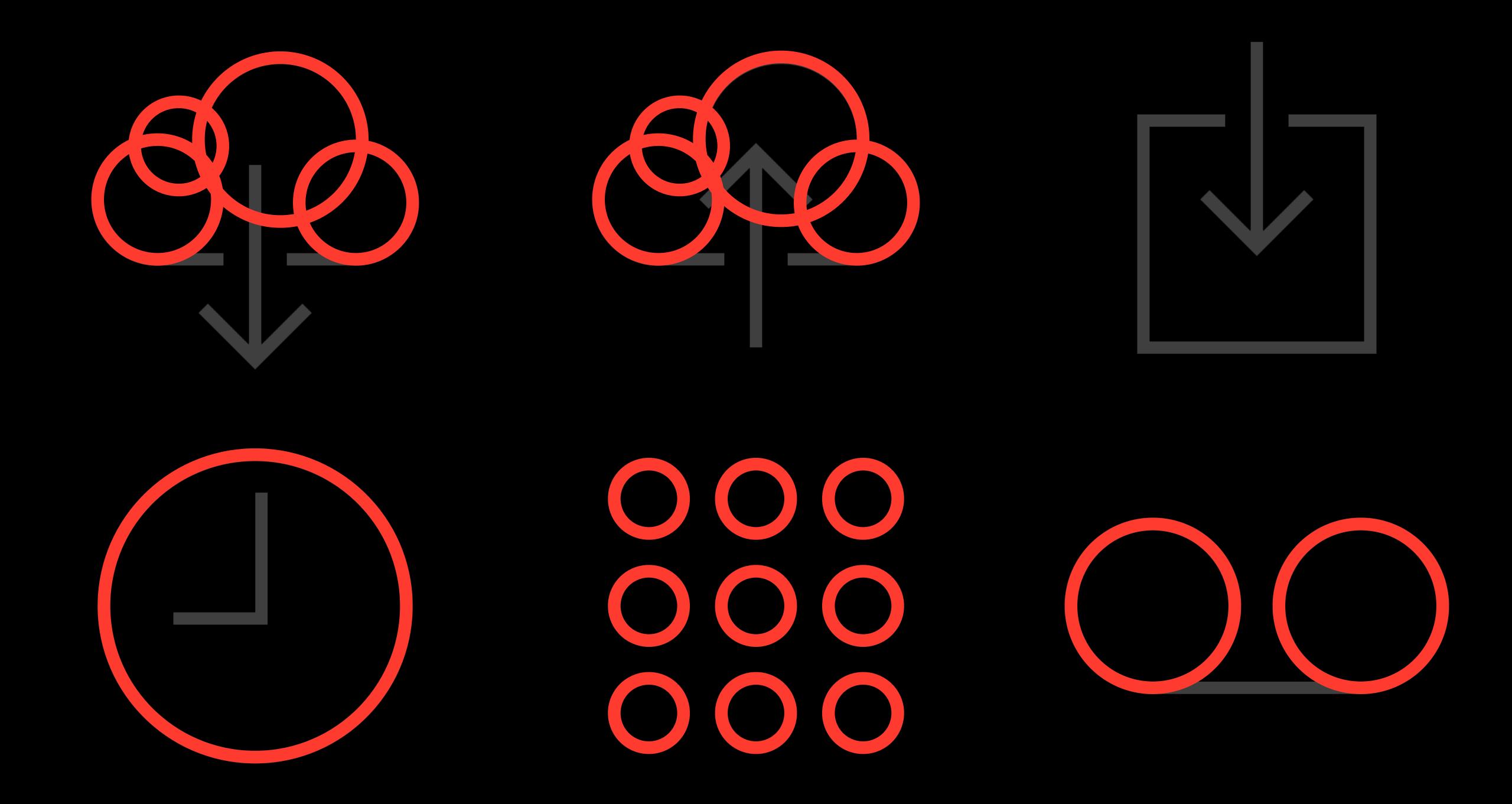


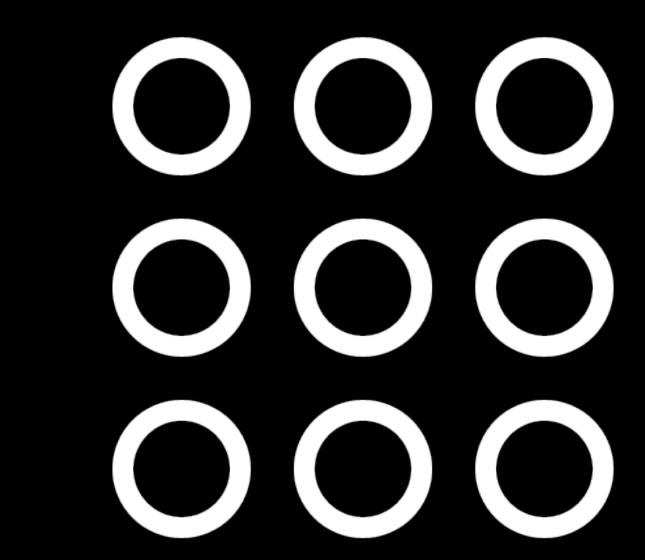




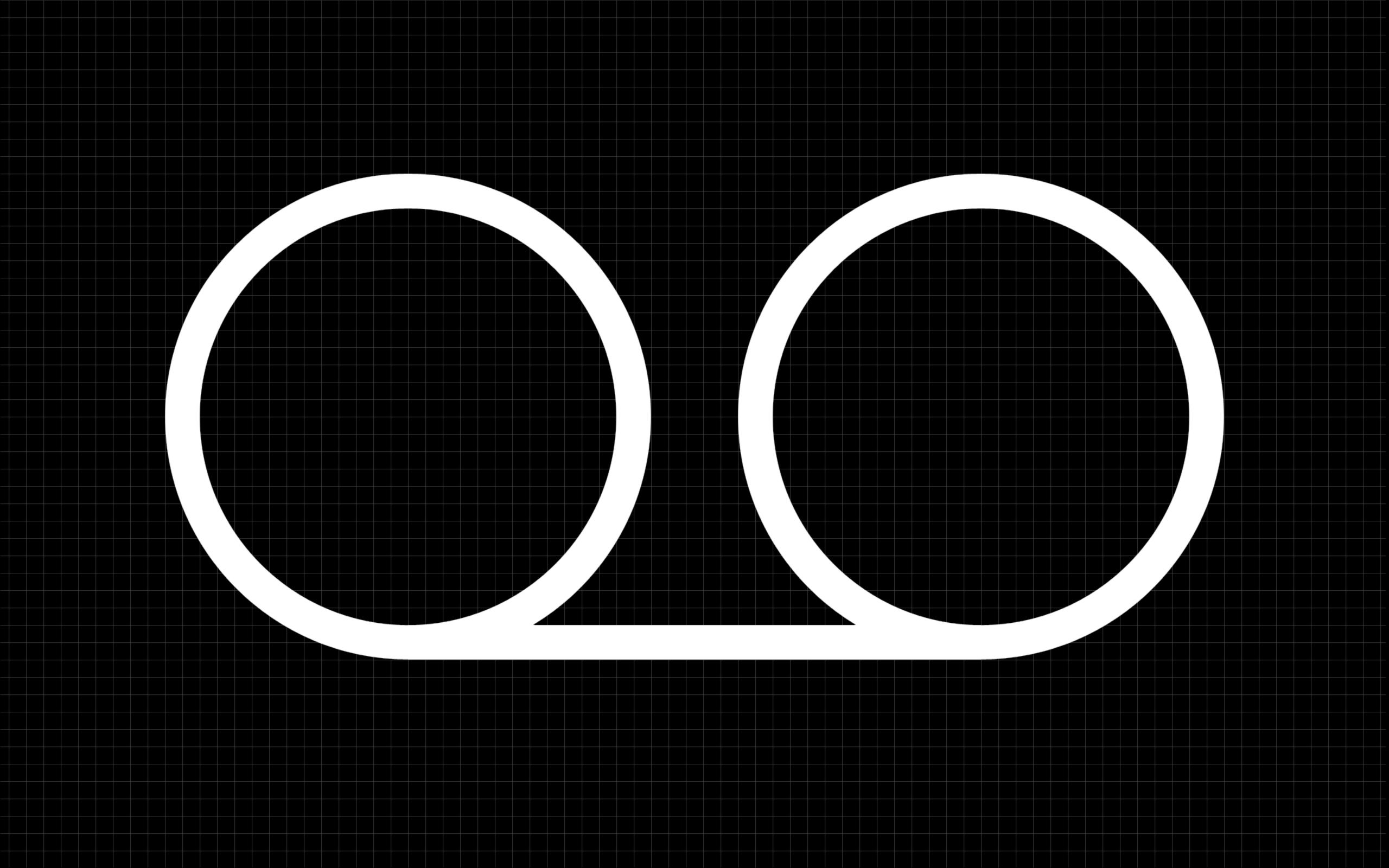


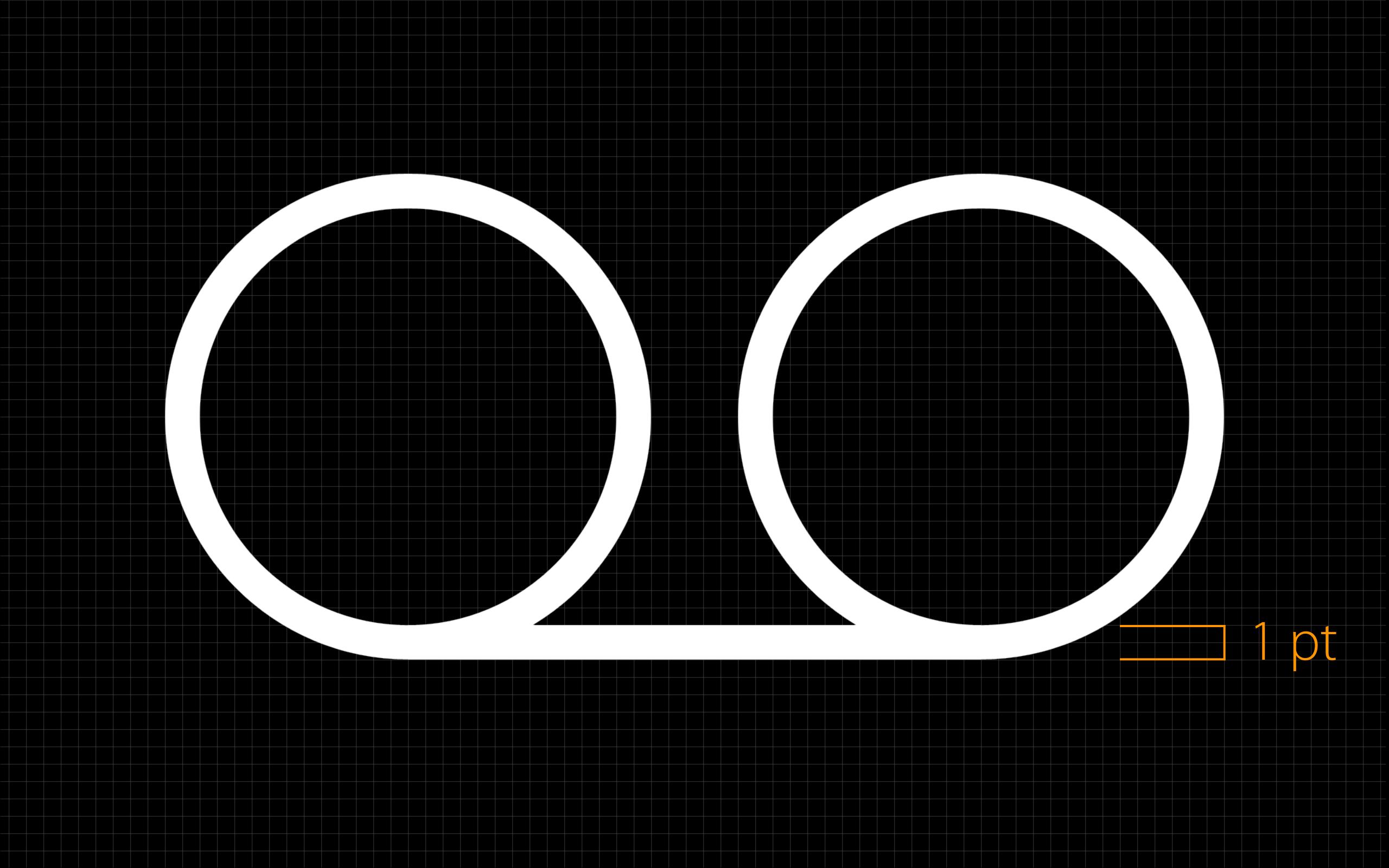


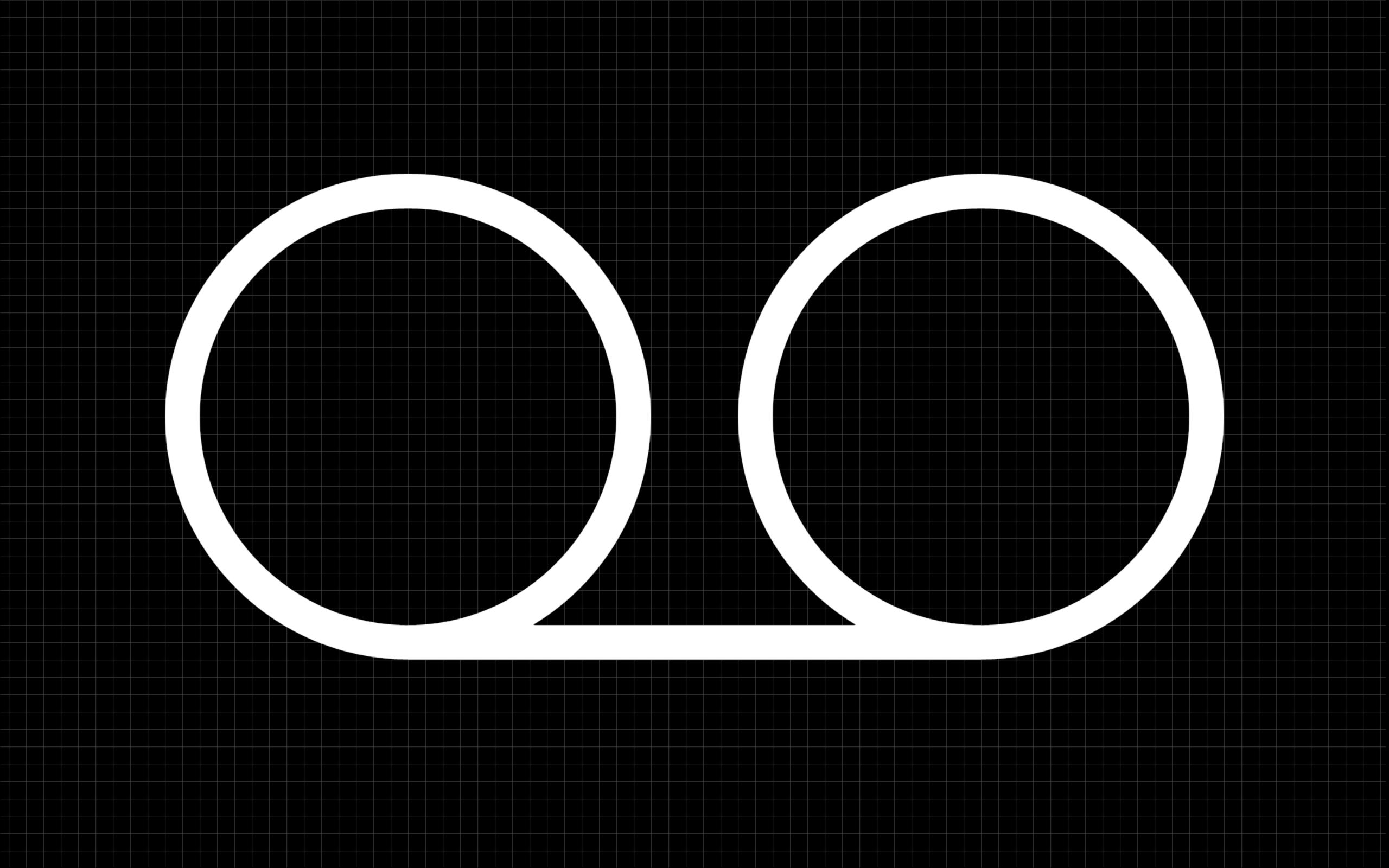


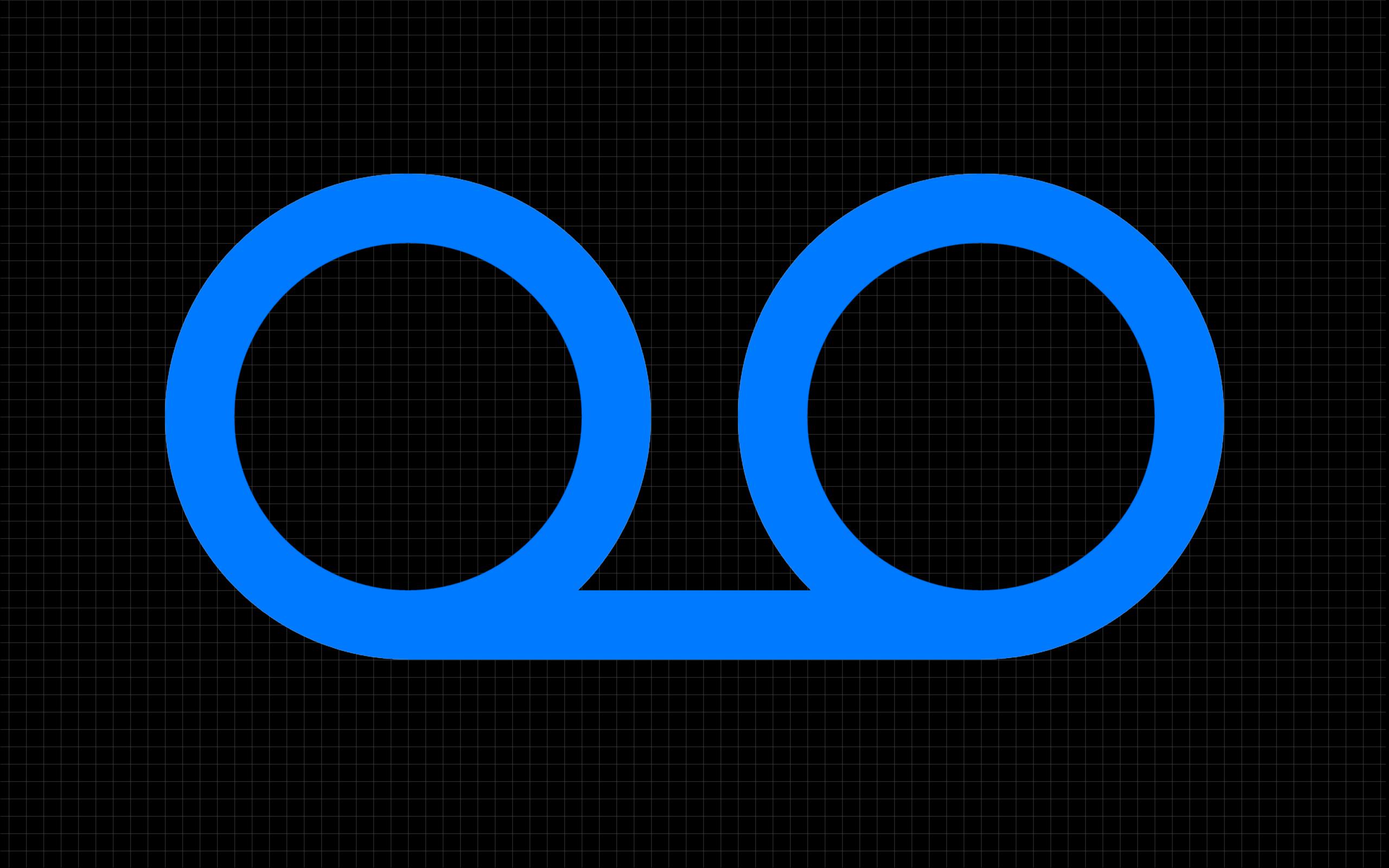


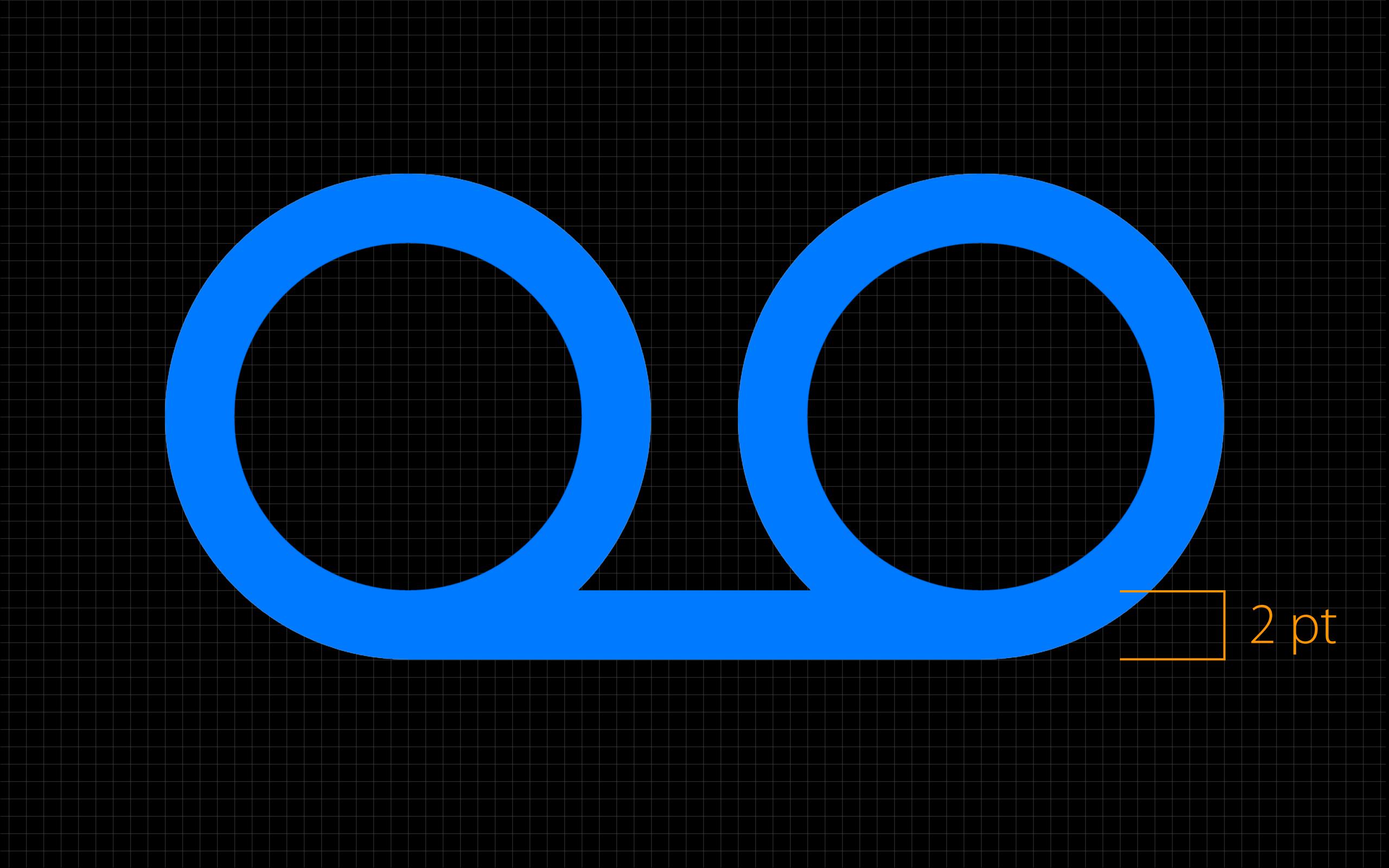


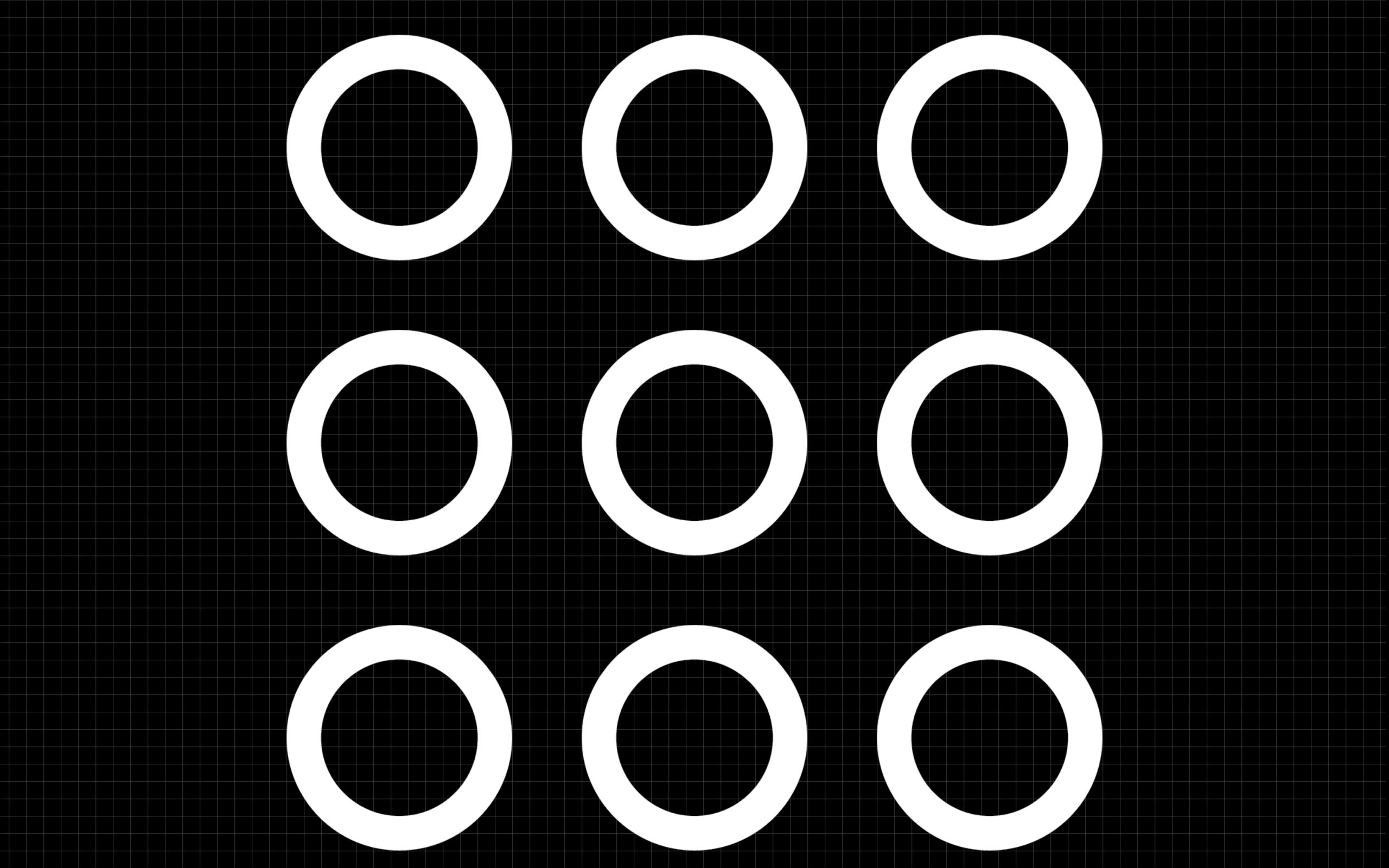


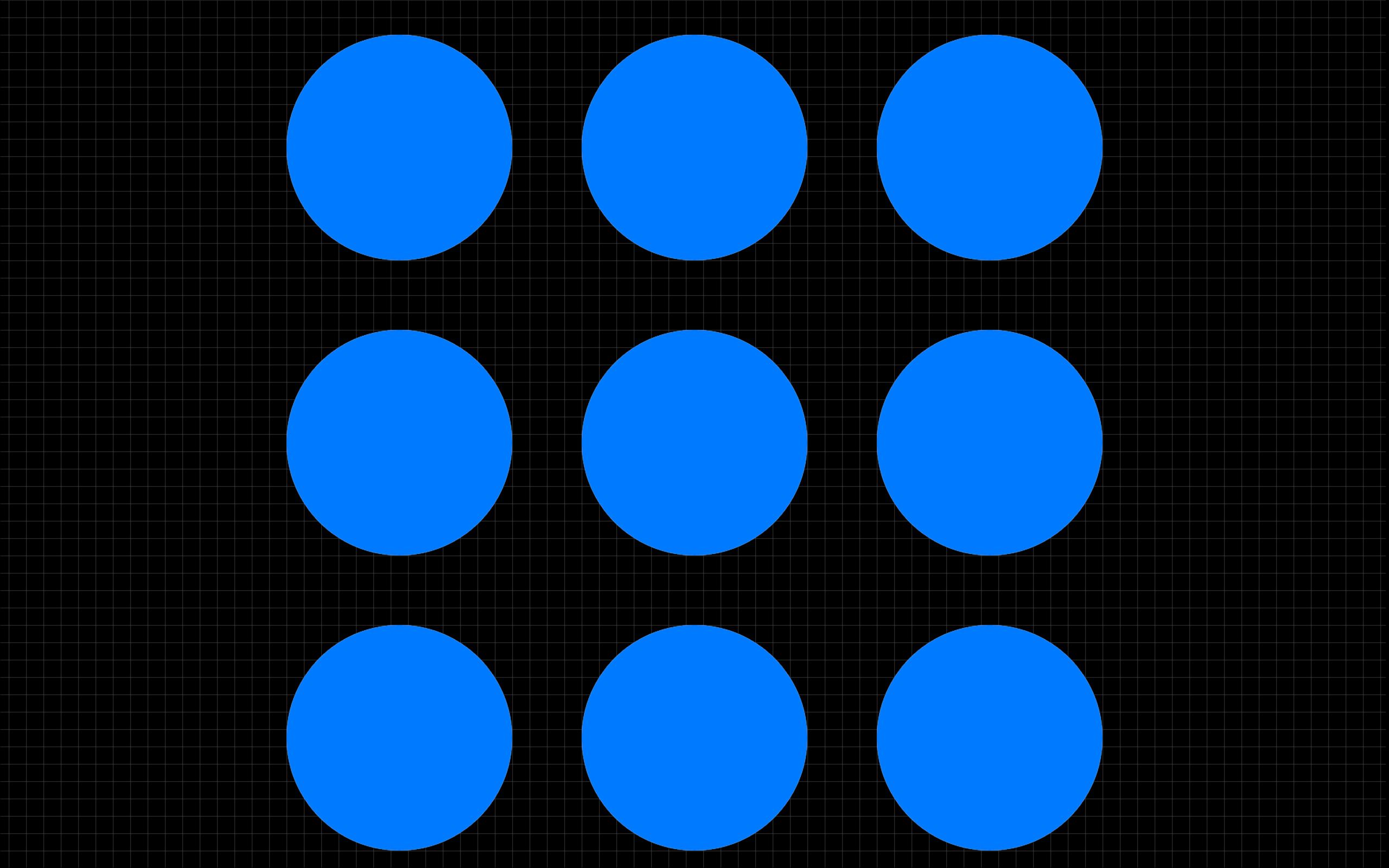




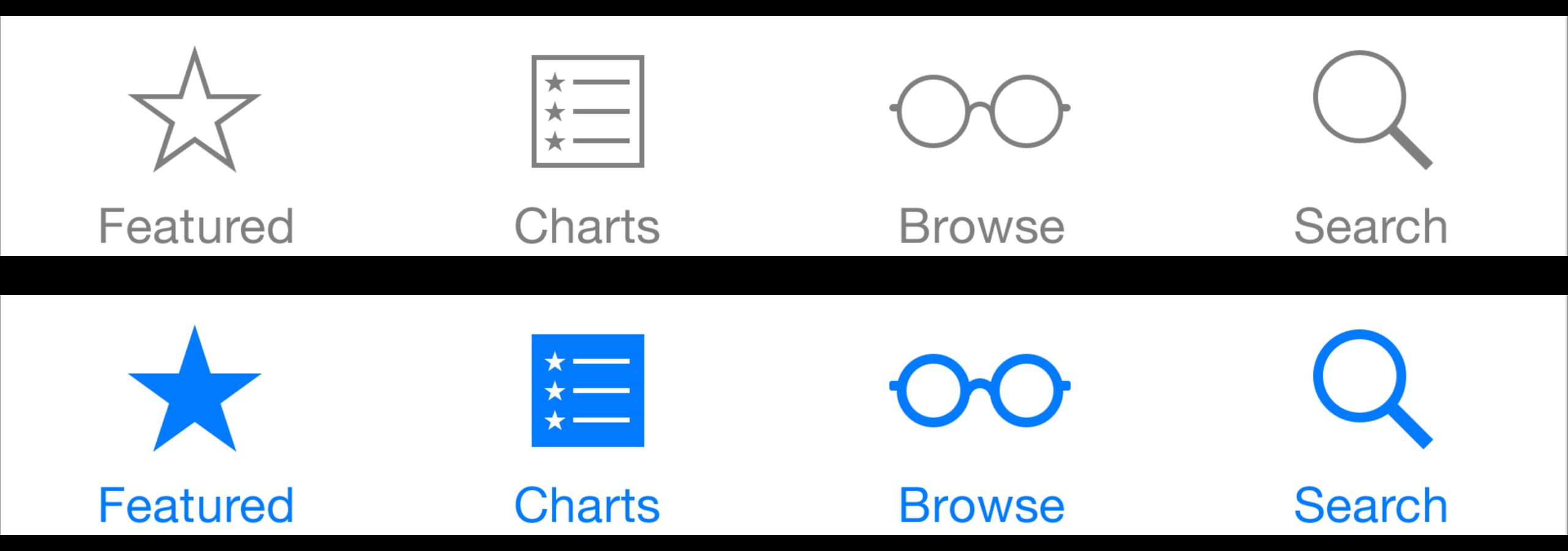






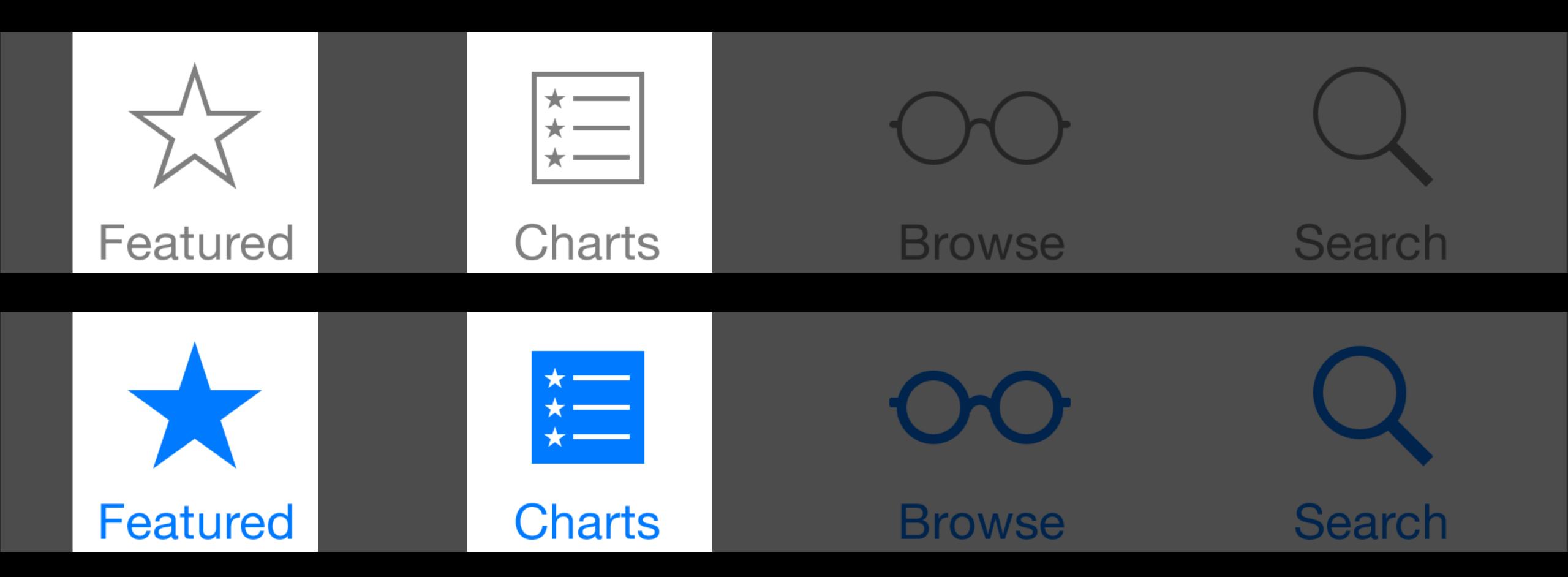


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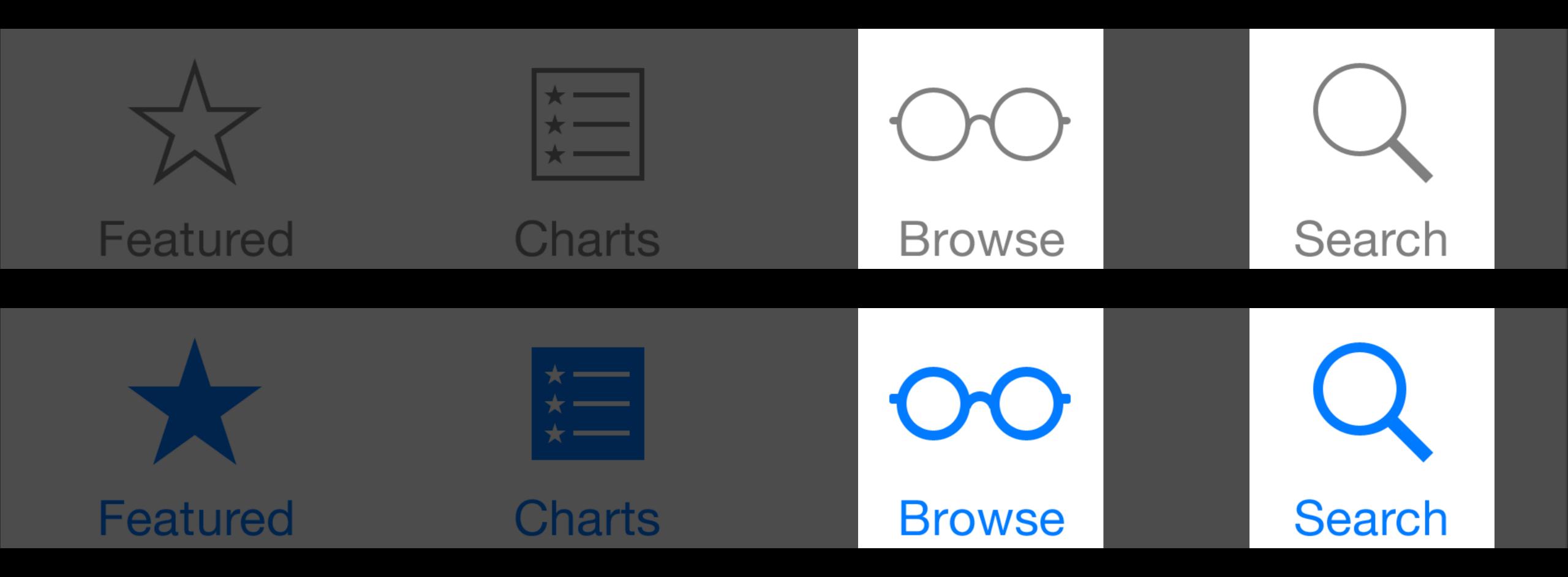
Active

Normal

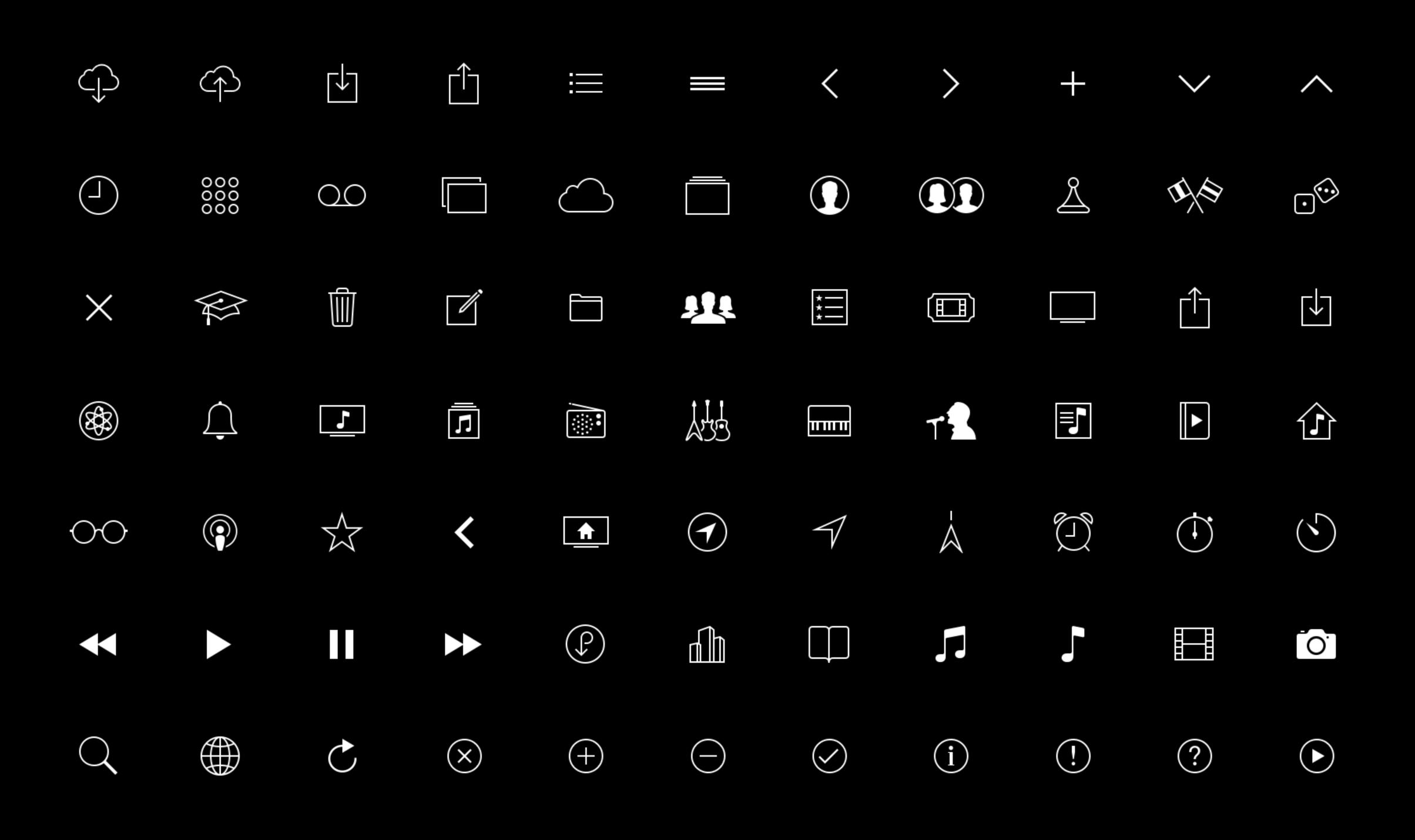


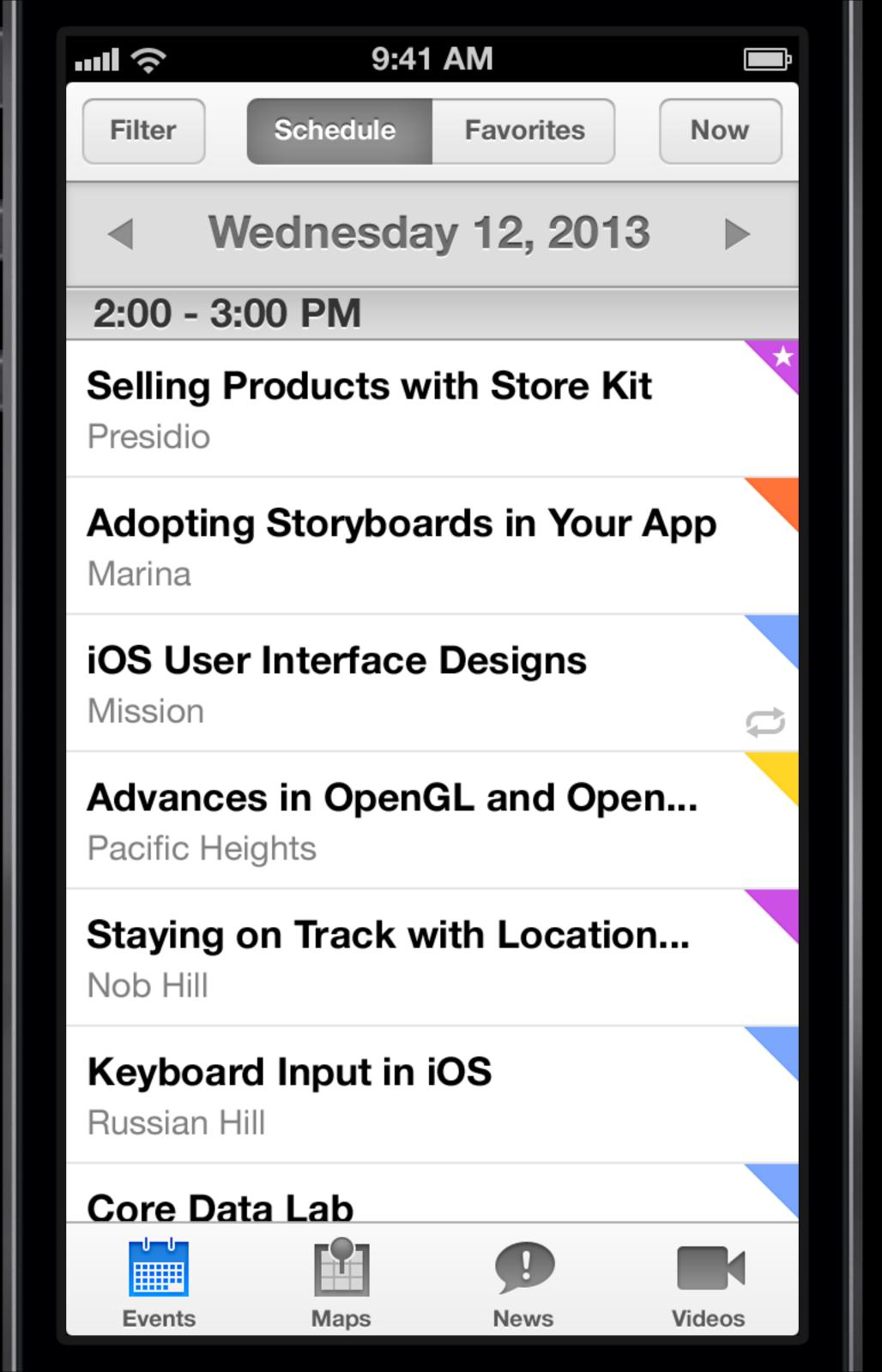
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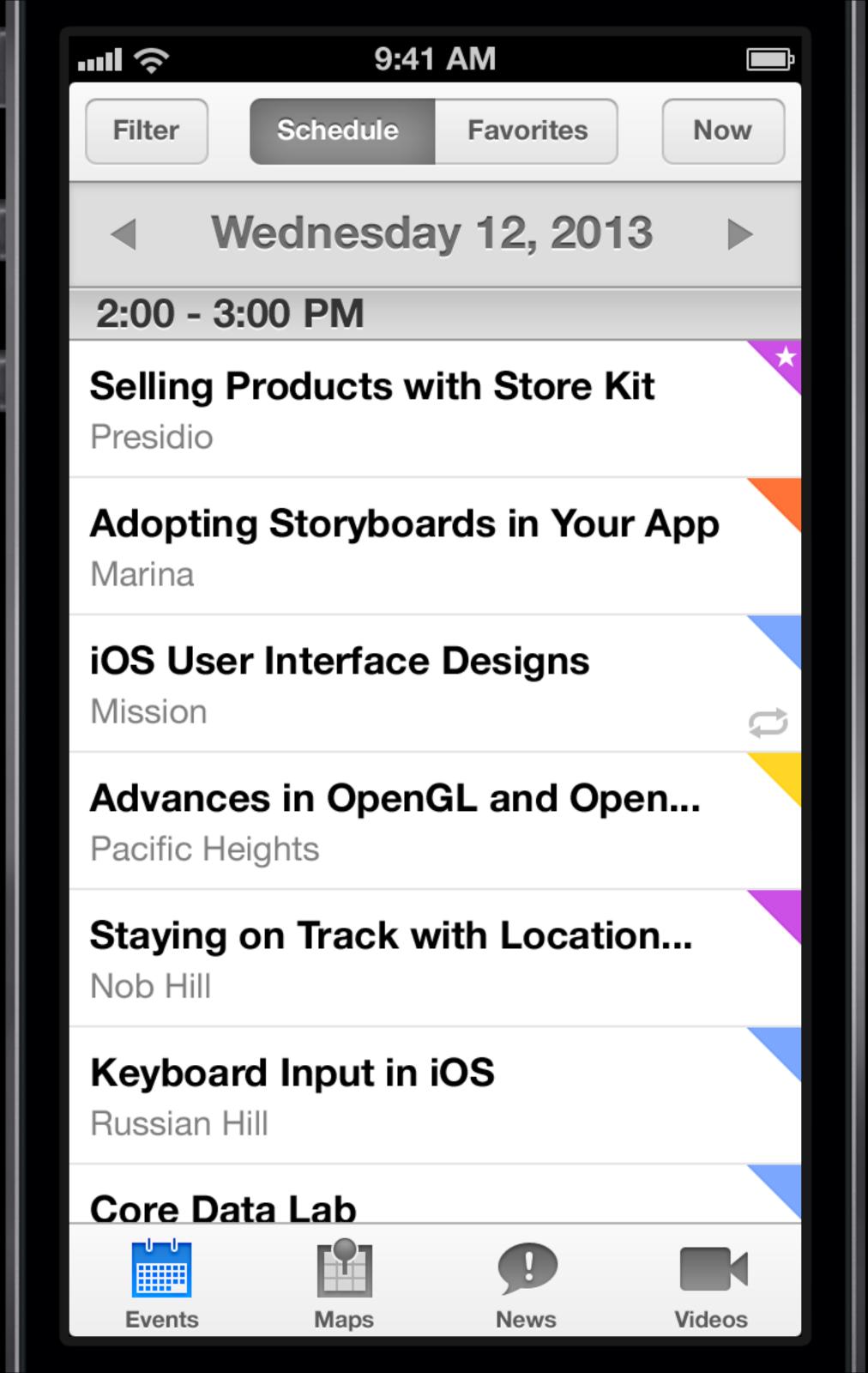
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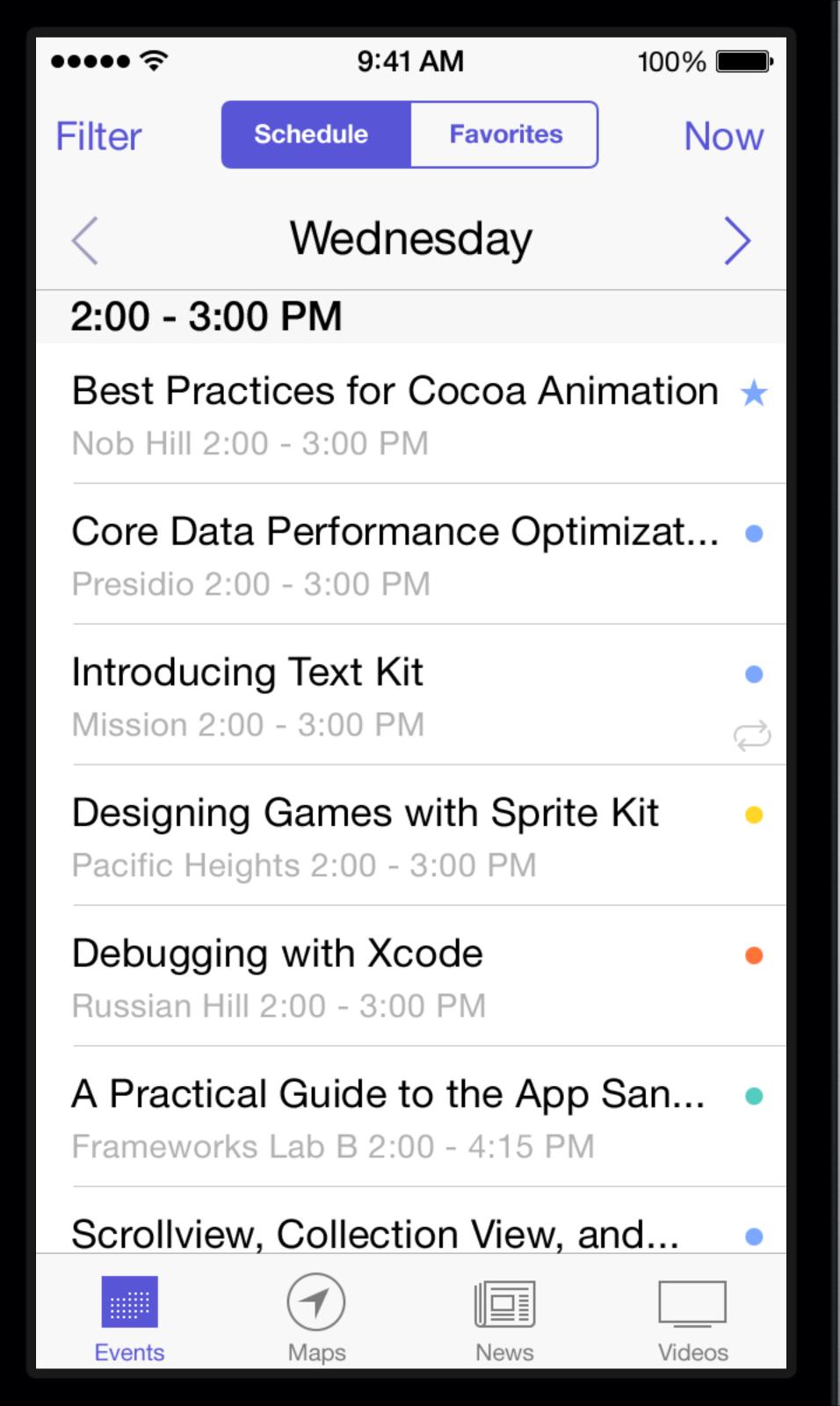


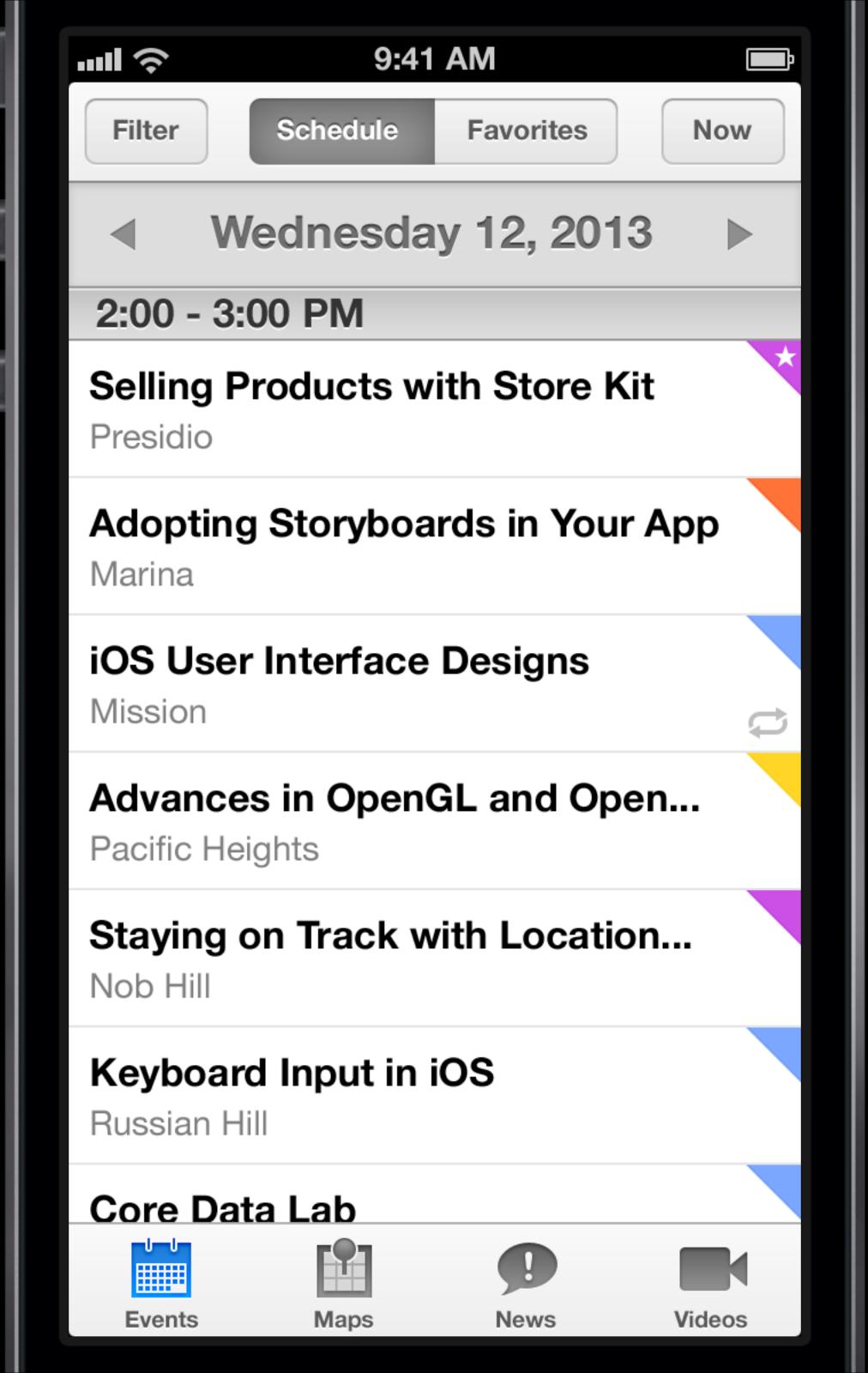
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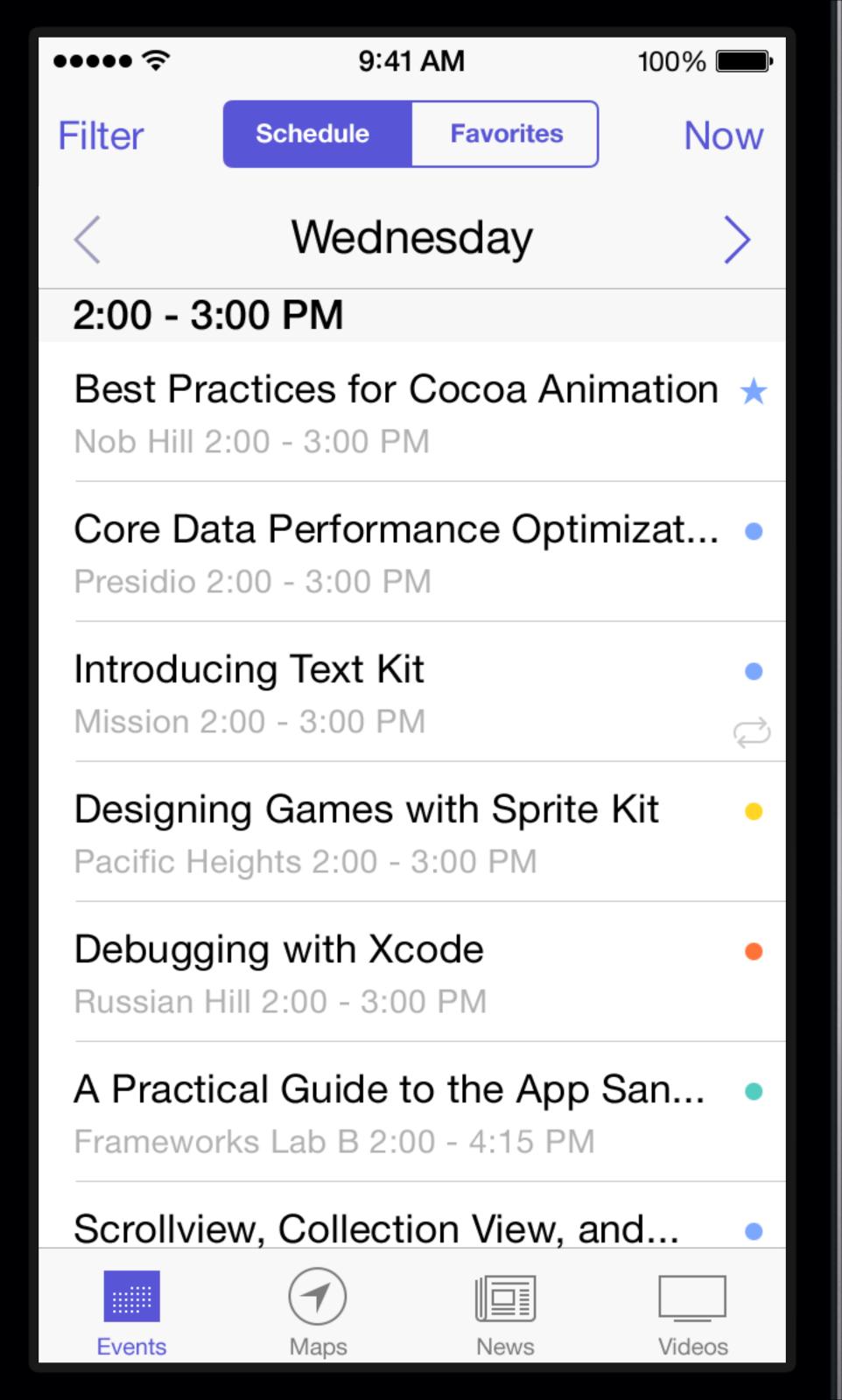


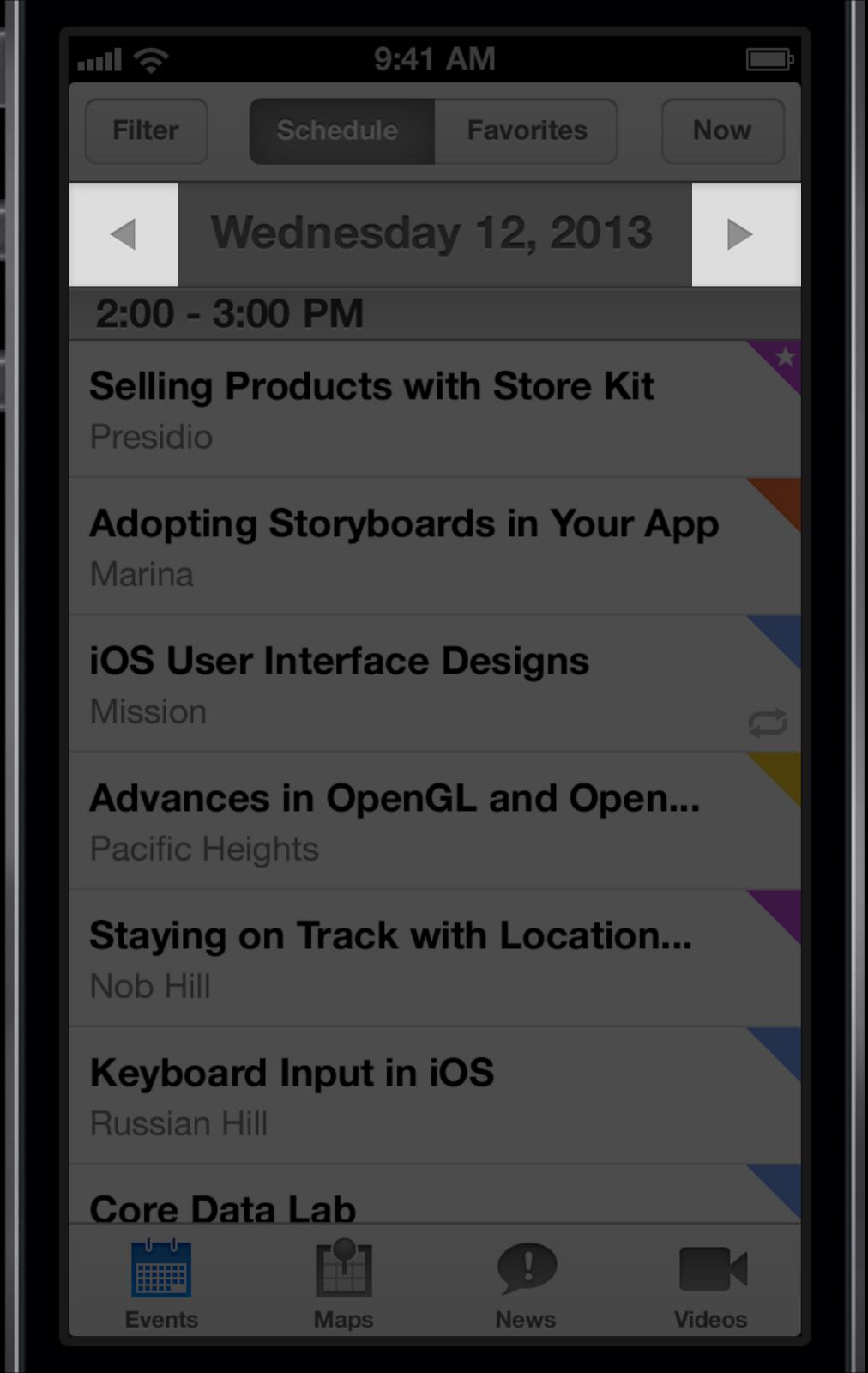


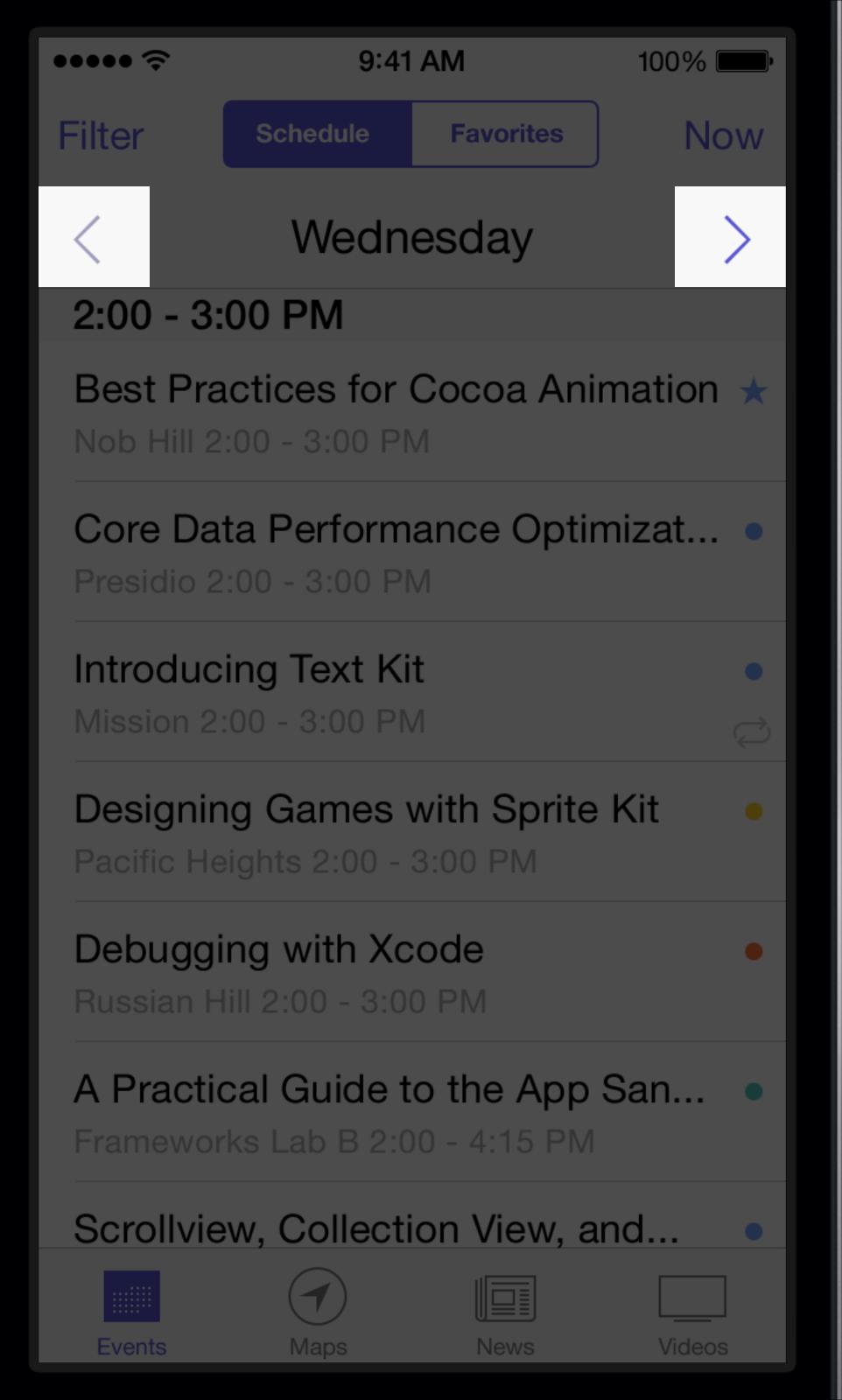








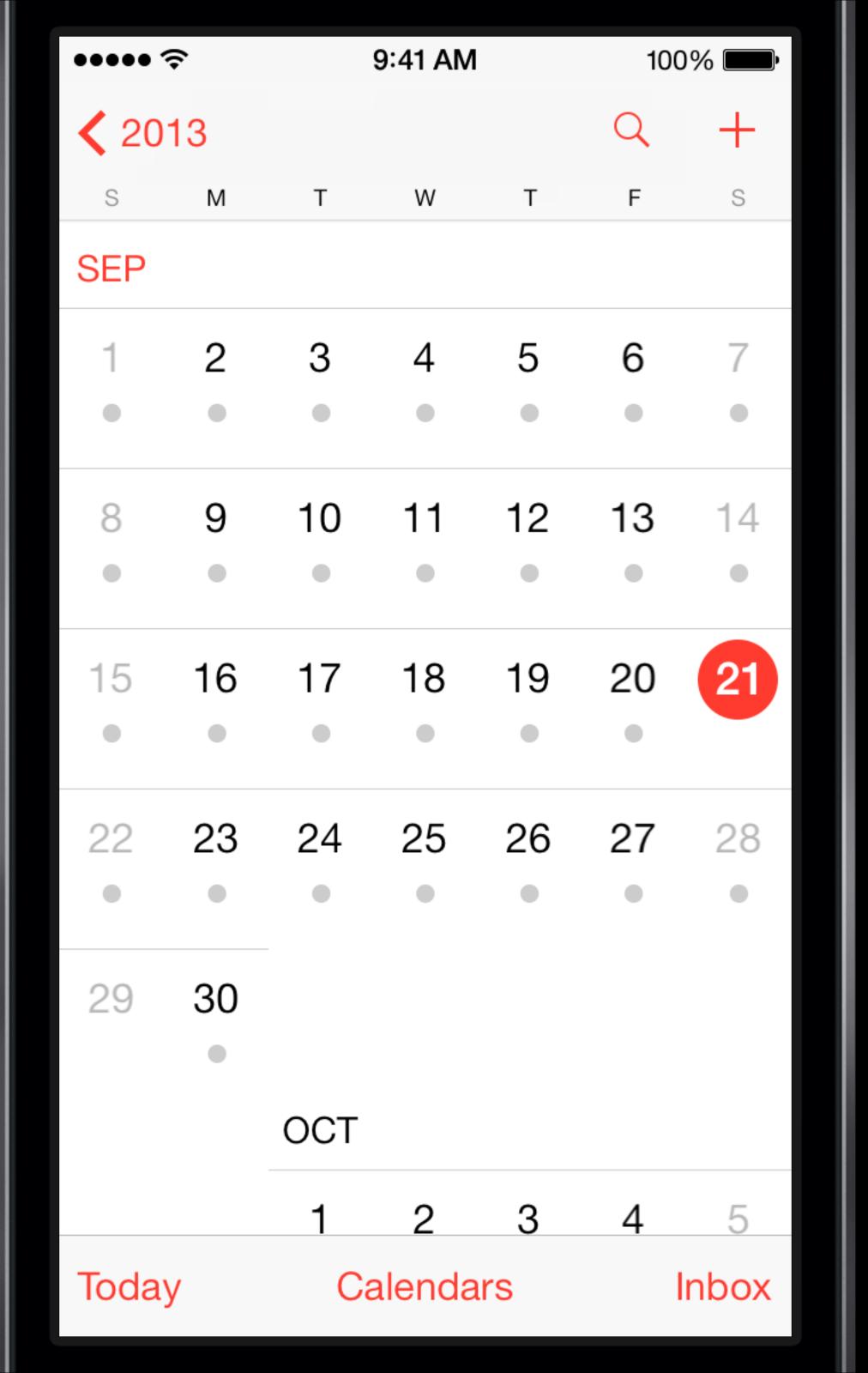










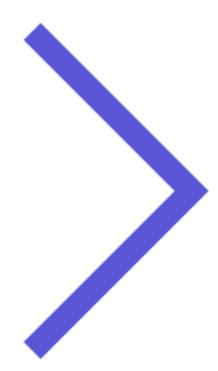


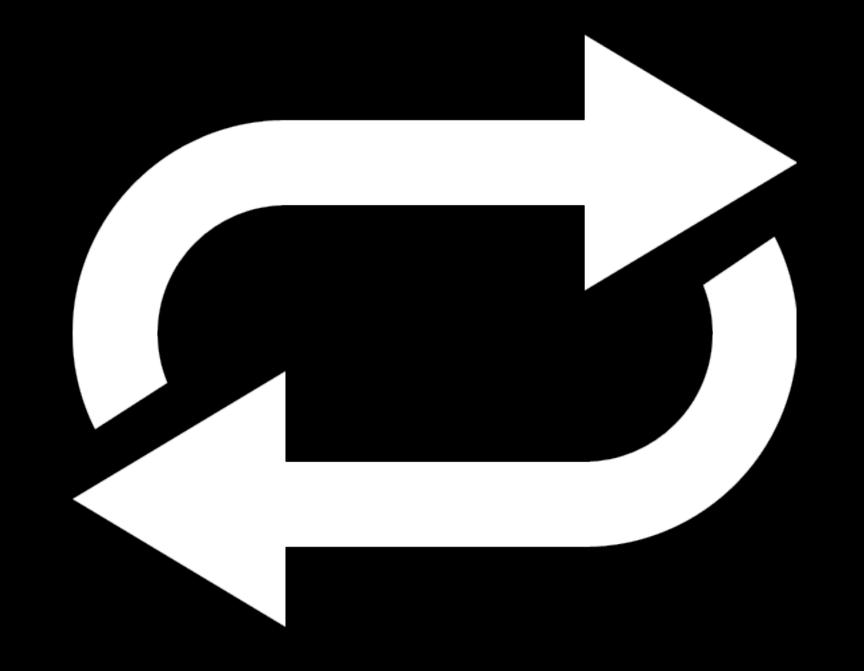




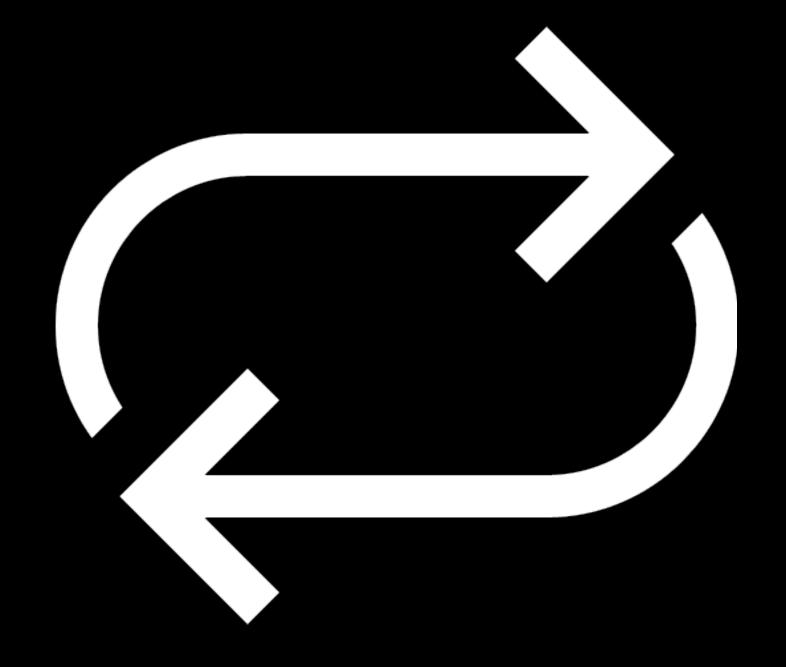




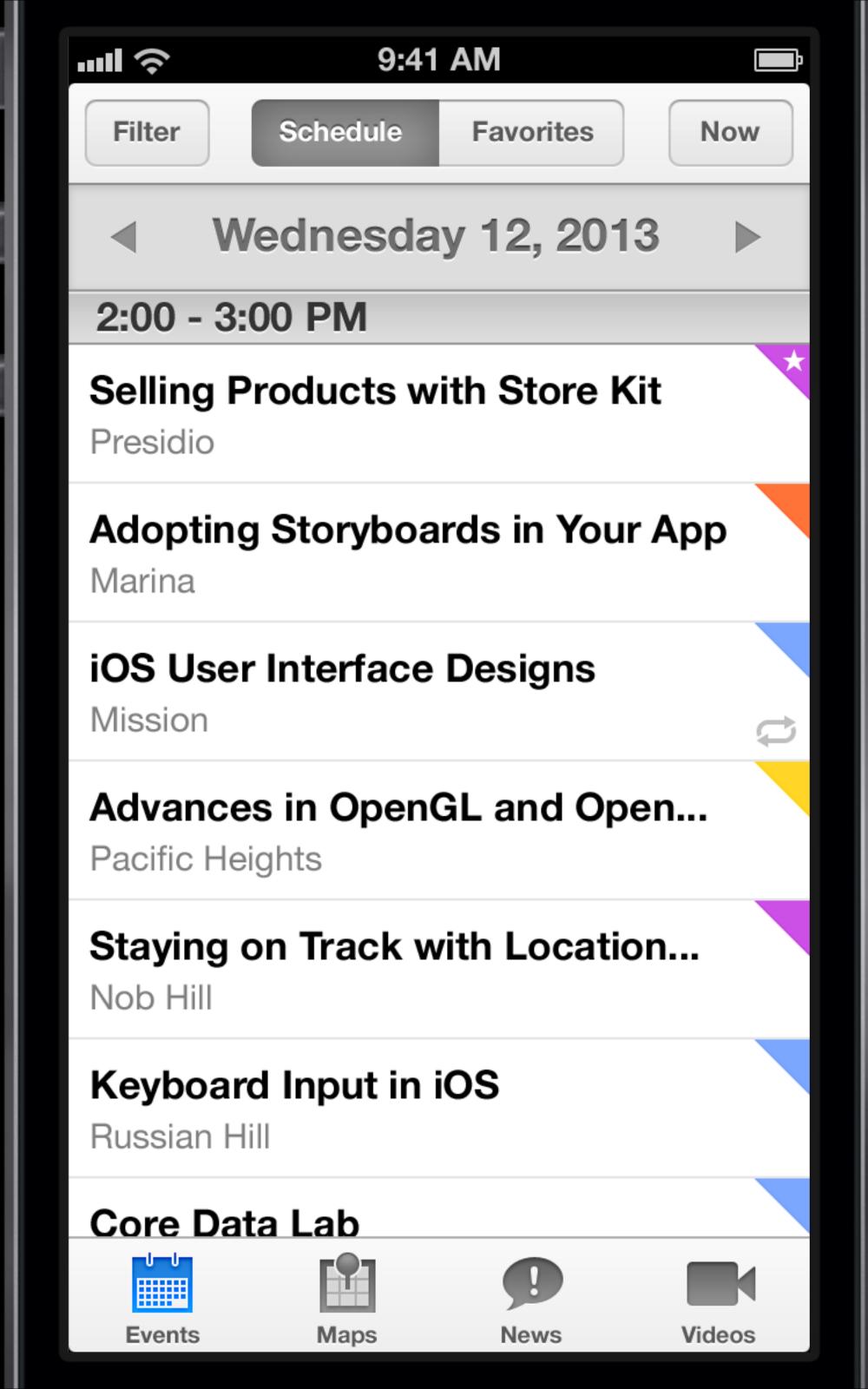


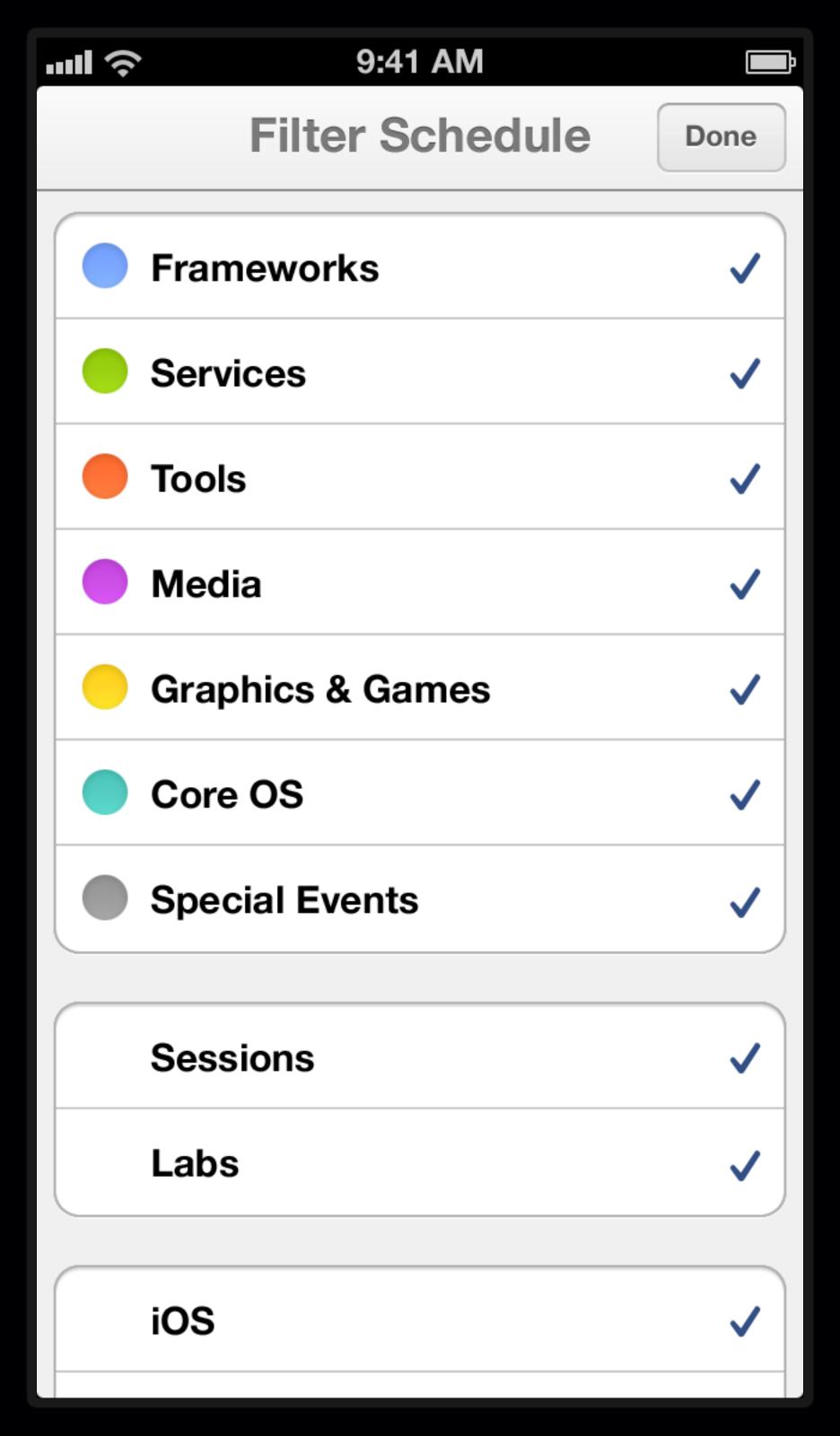


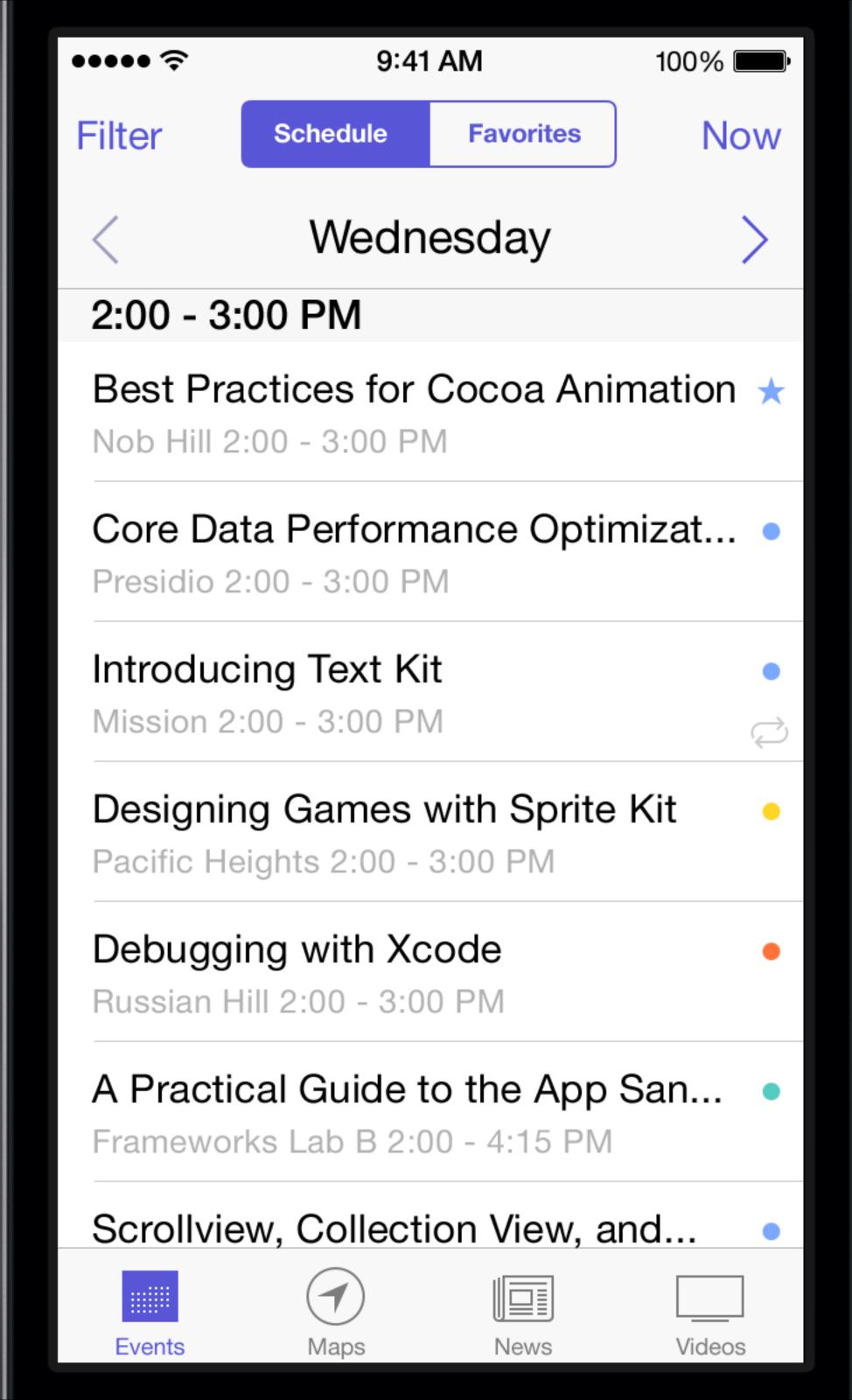


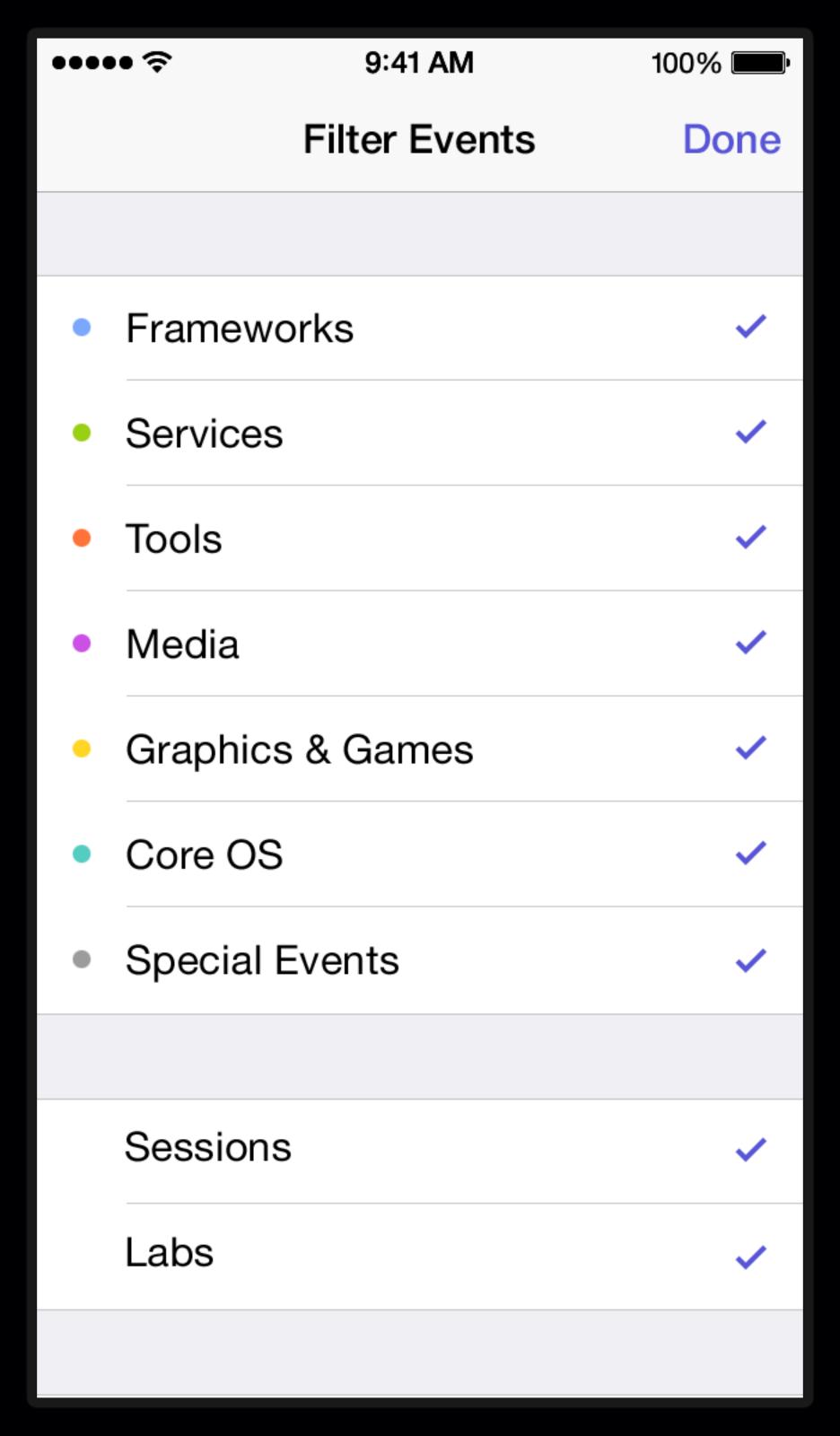


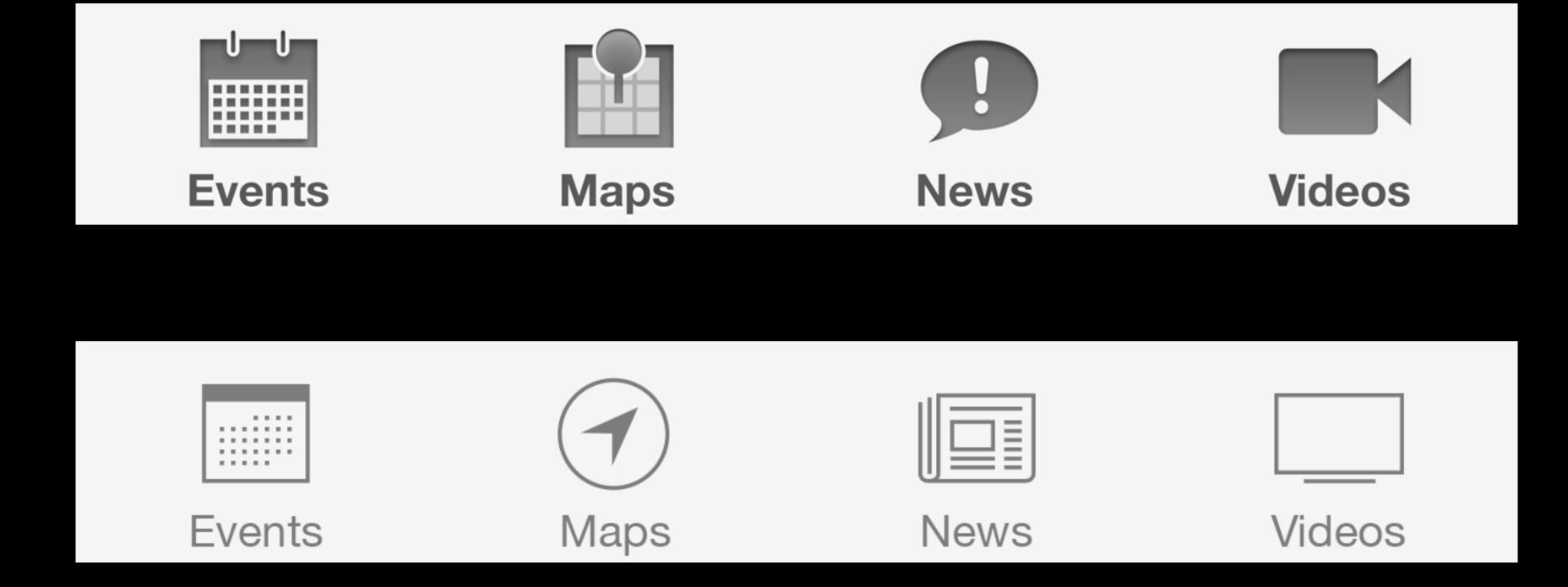
iOS 7

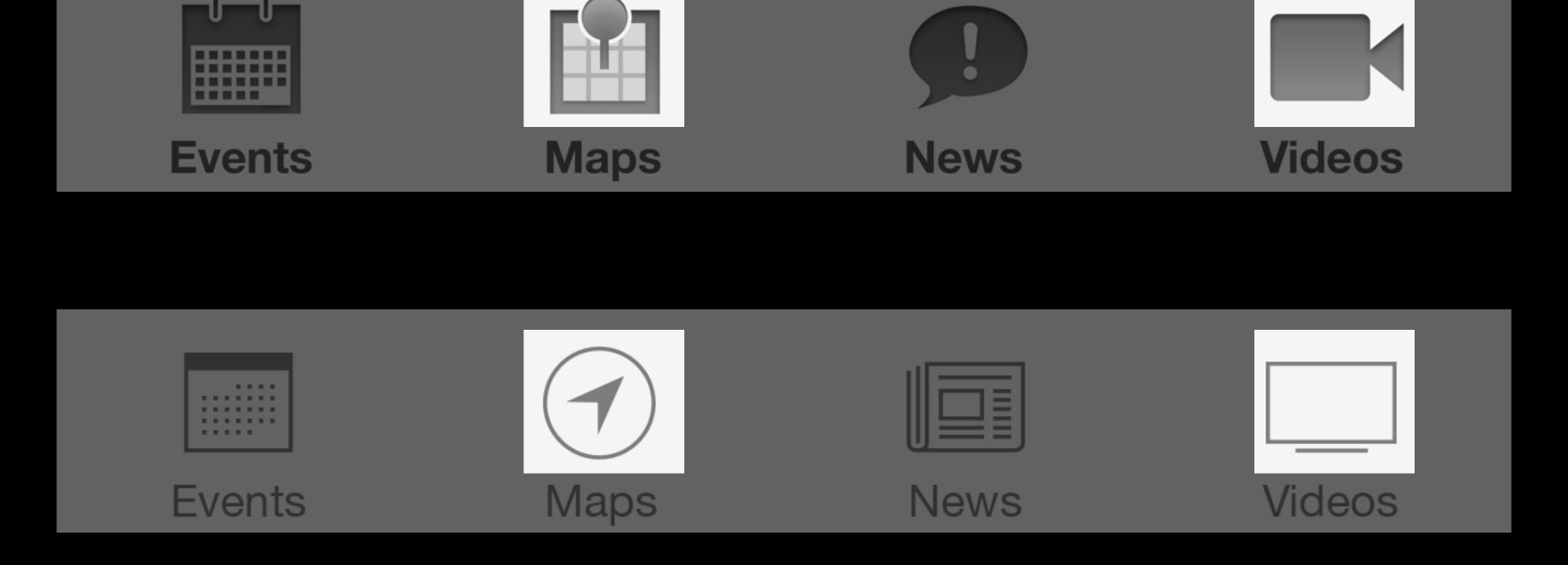


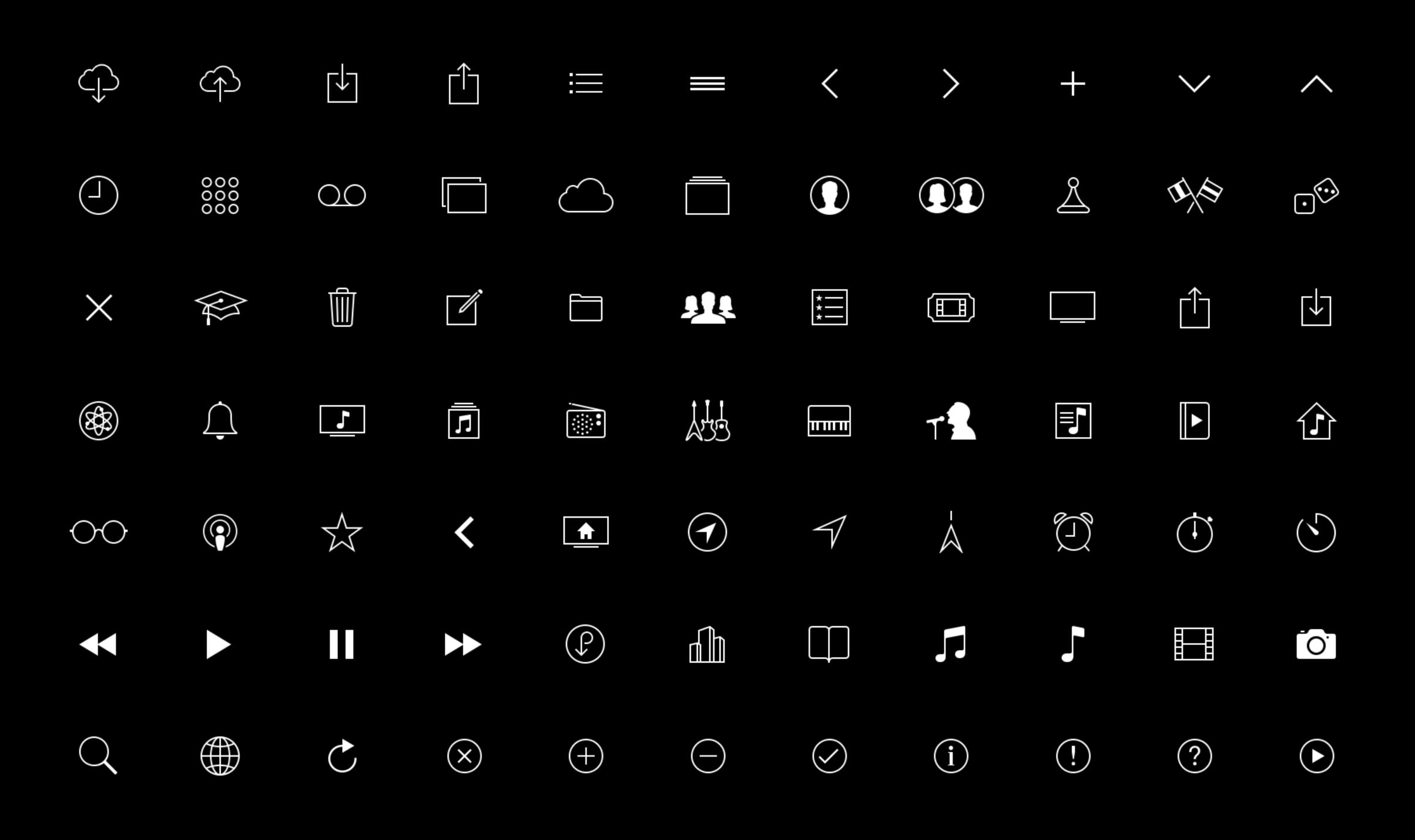


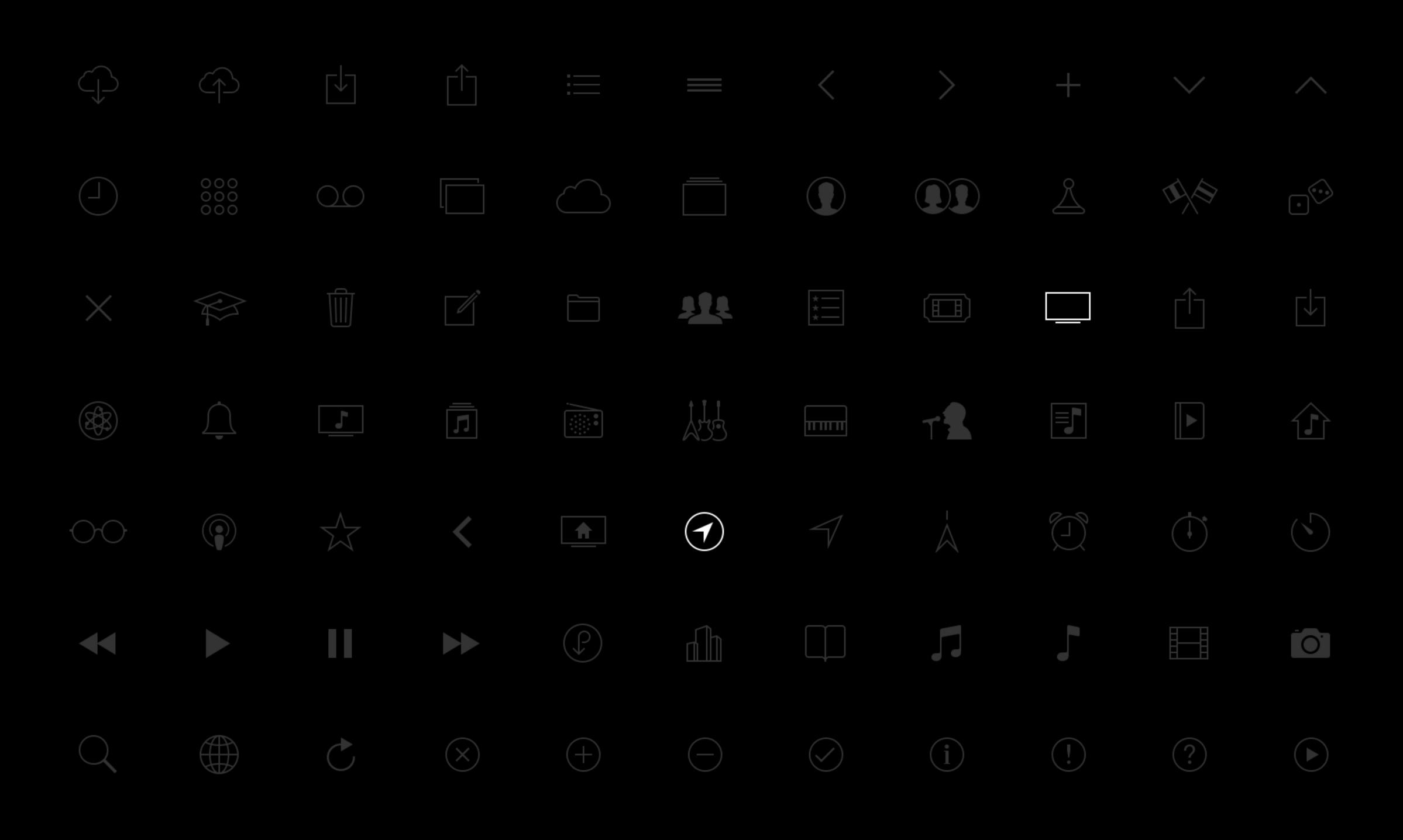


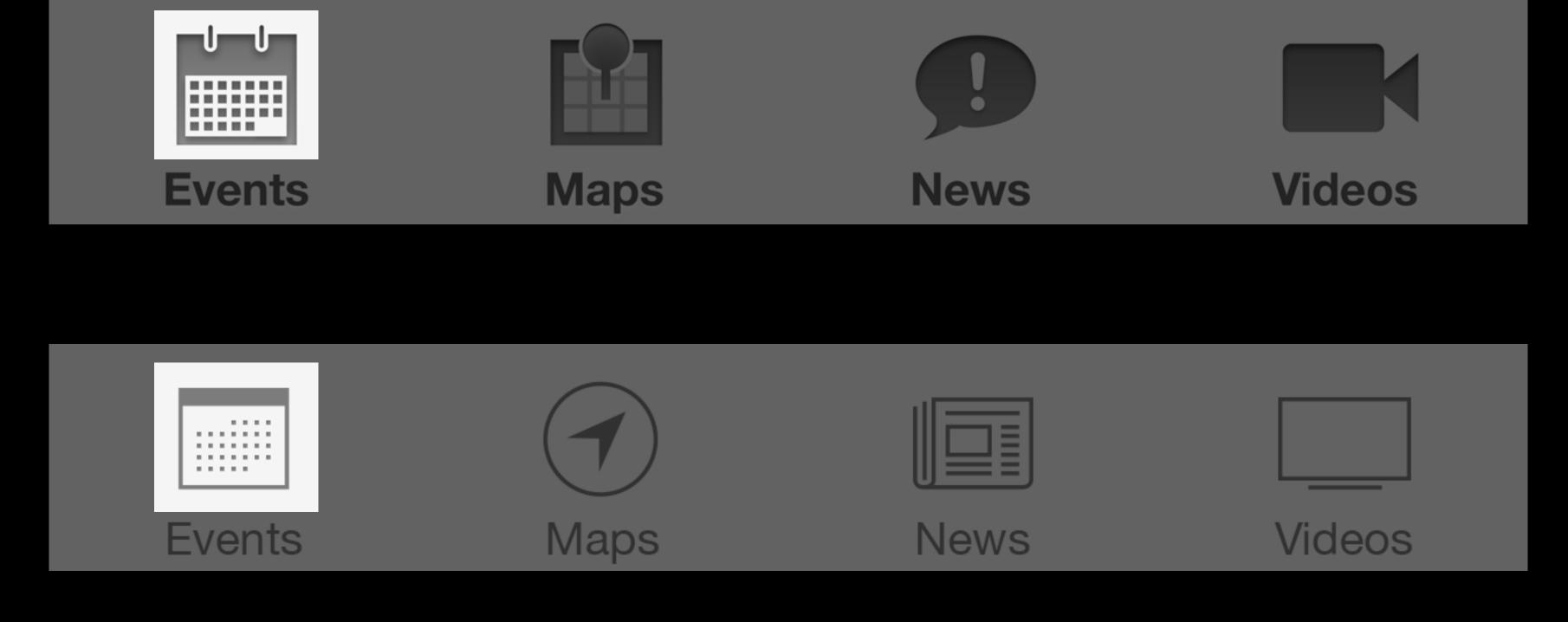


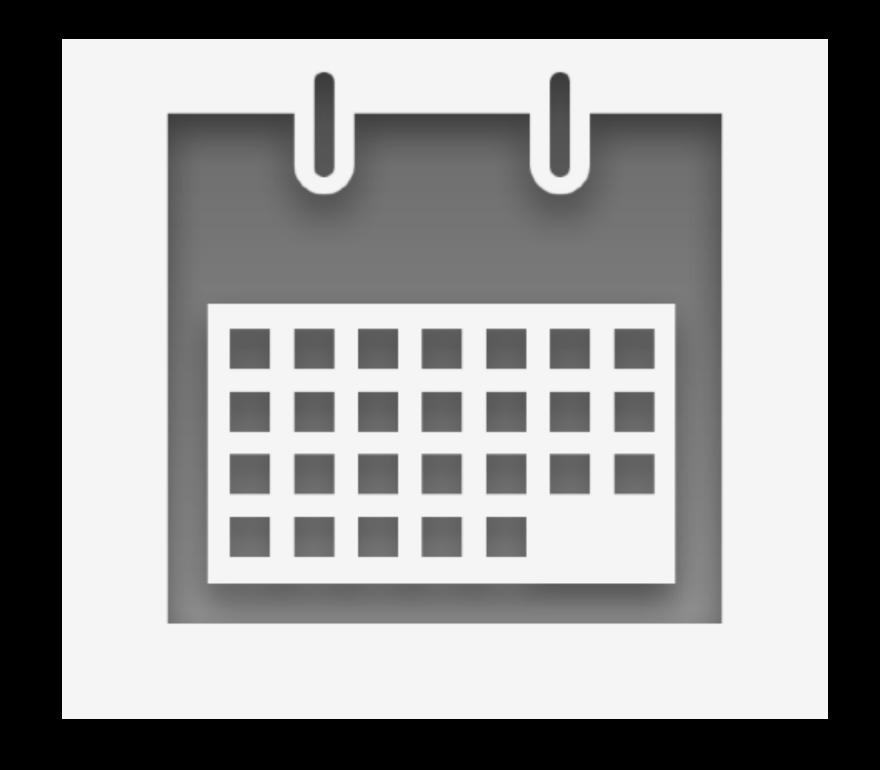








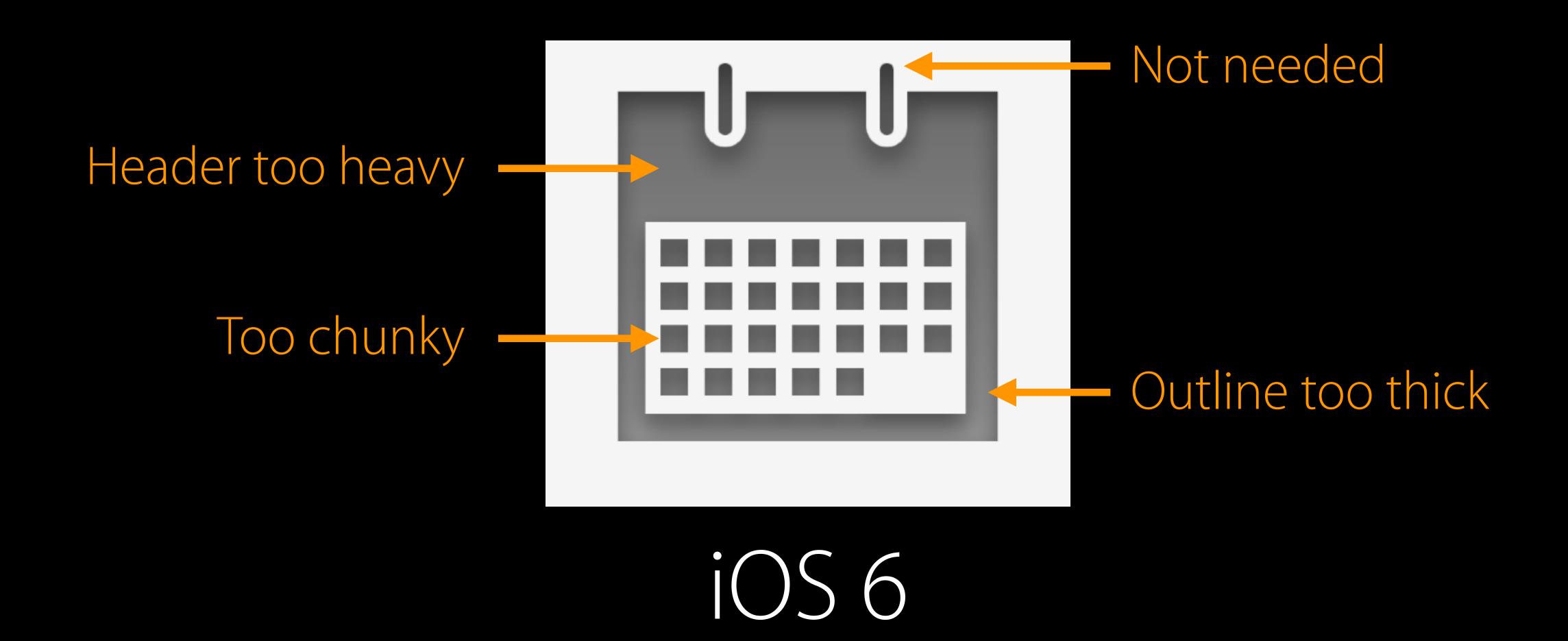


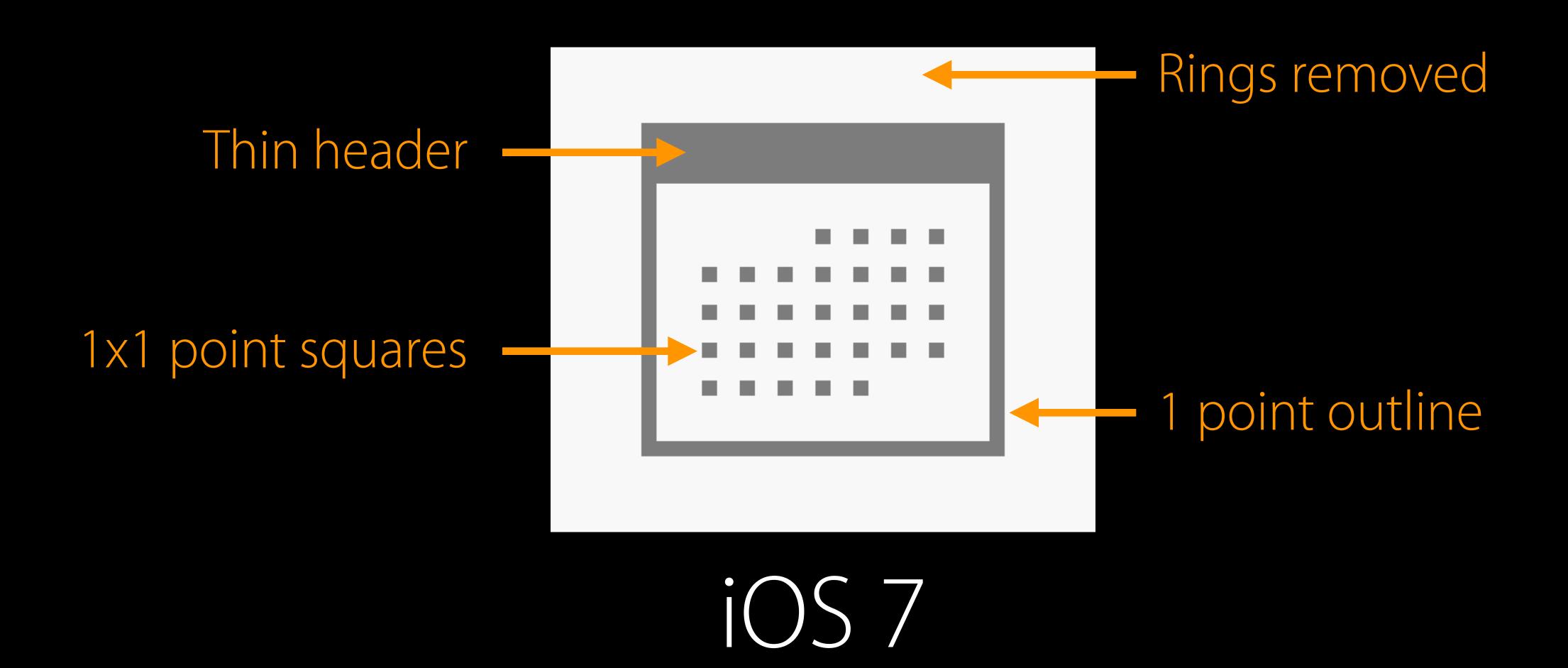


iOS 6

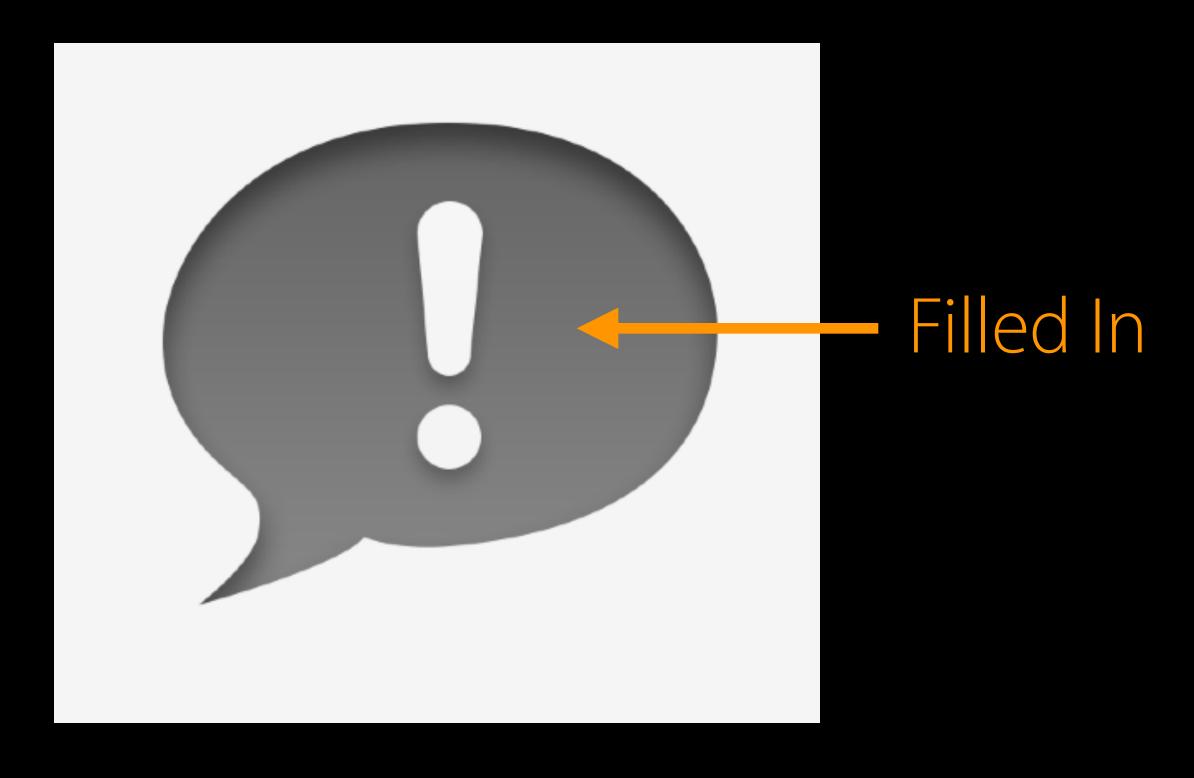


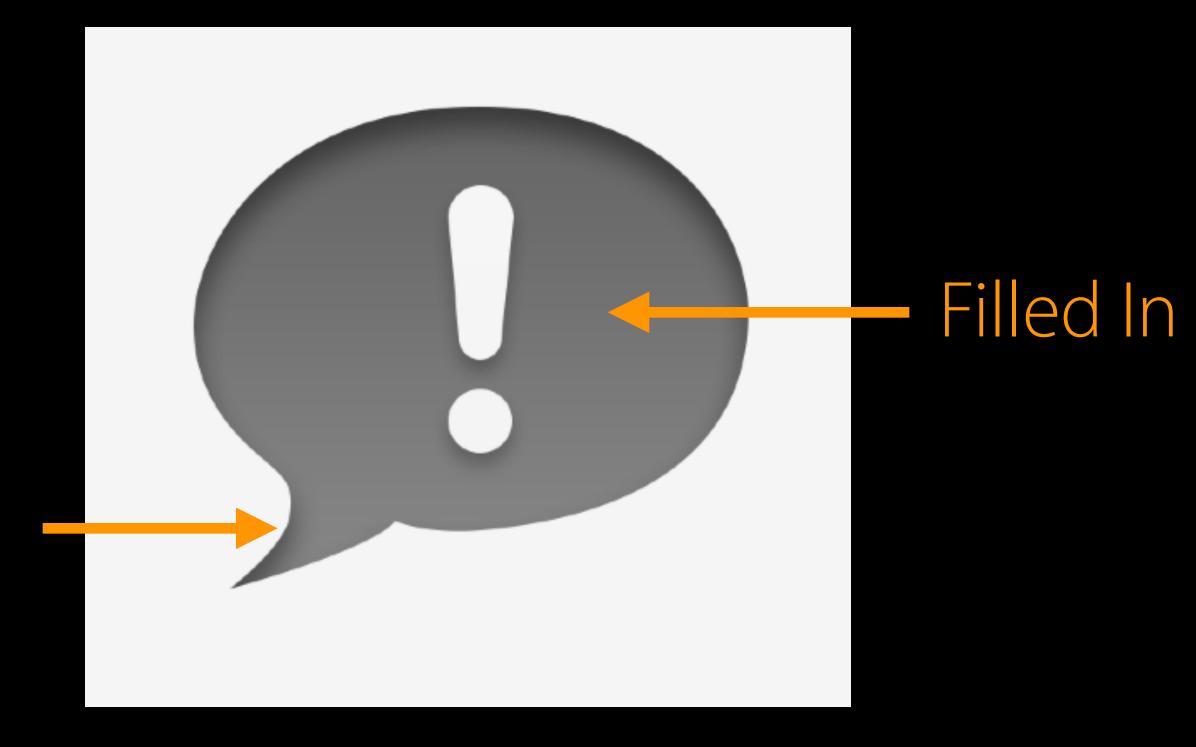




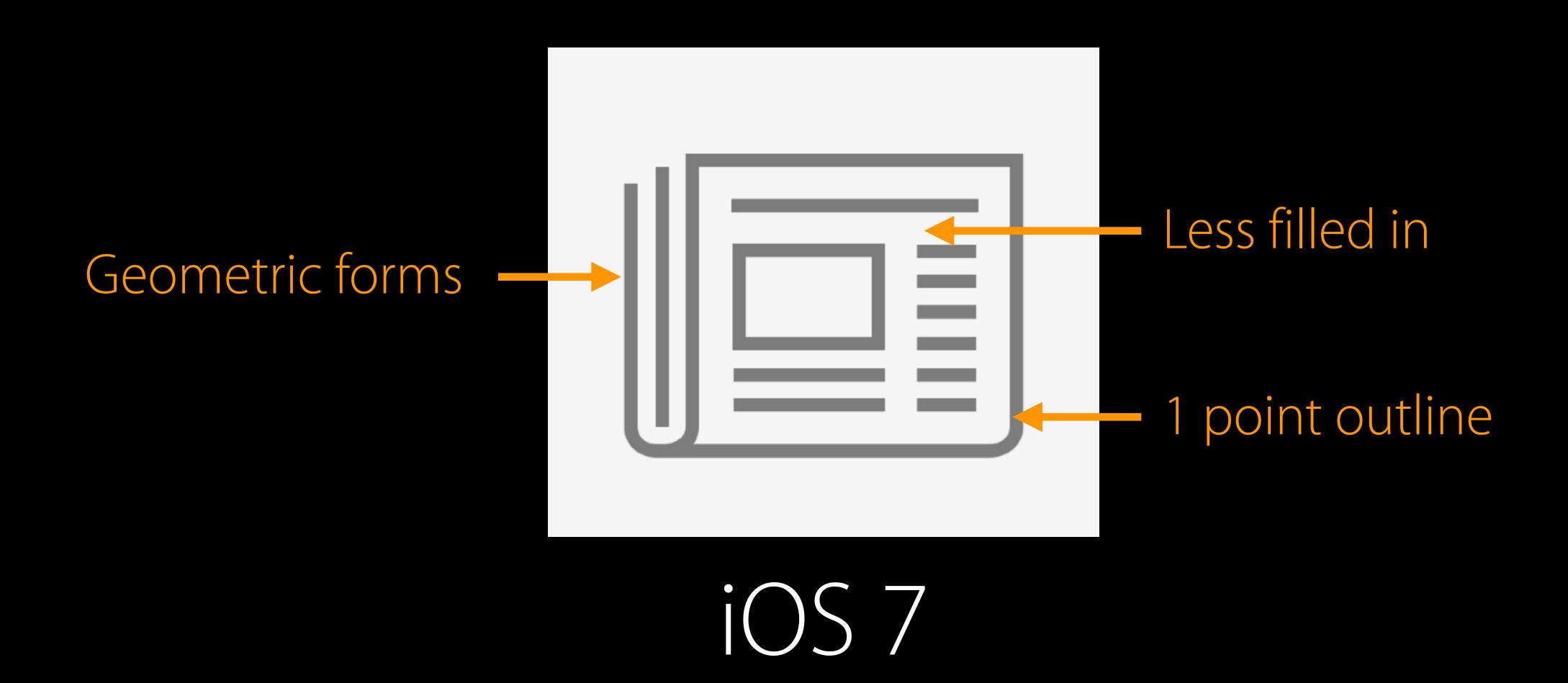


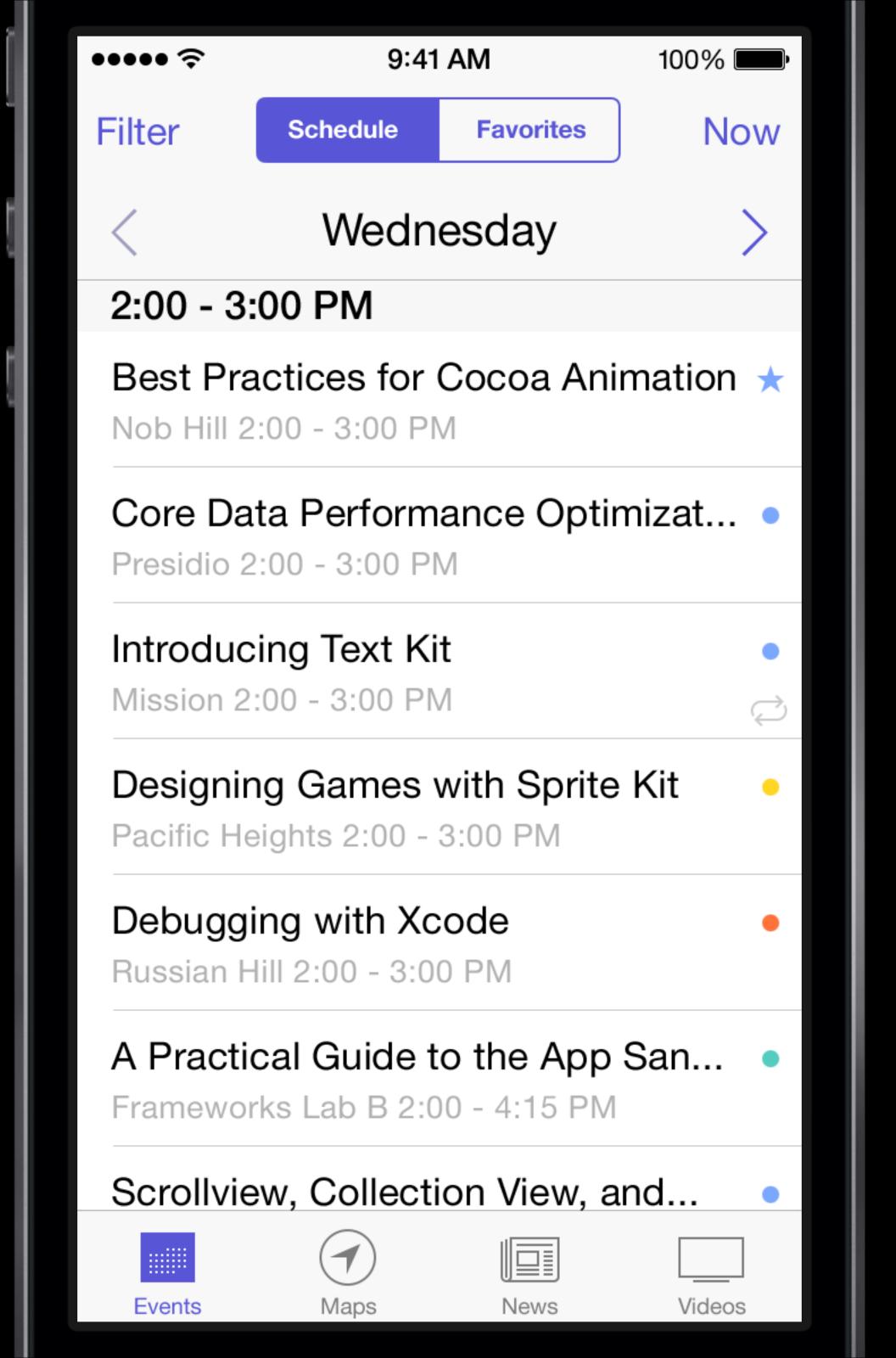






Non-geometric shape





The Look of iOS 7

App Icons

Interface Icons

Tint Colors

Button Borders

Boxes, Lines and Shadows

Blurring and Transparency

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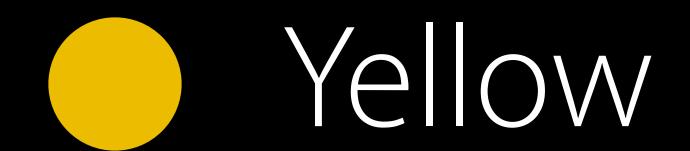
Button Borders

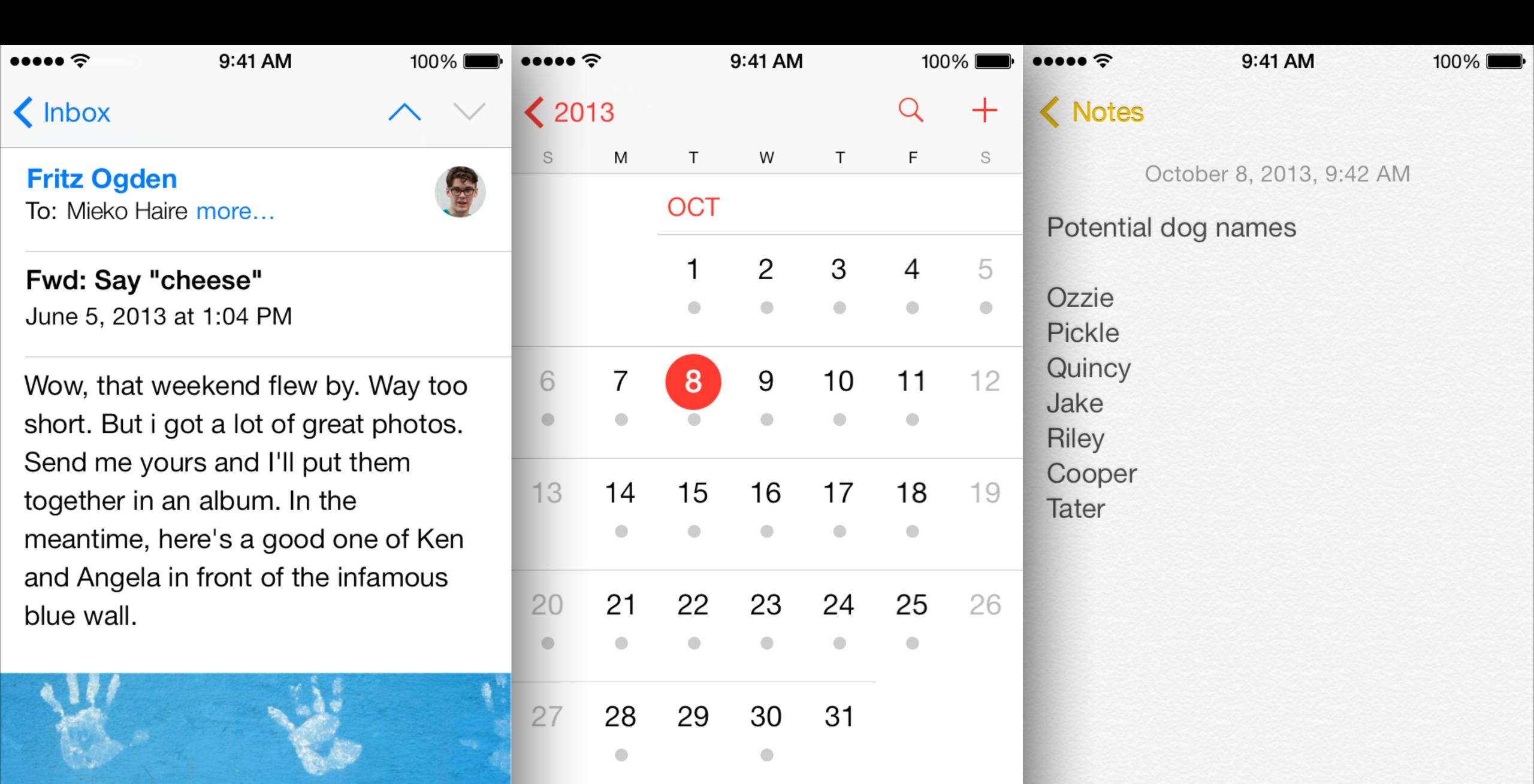
Boxes, Lines and Shadows

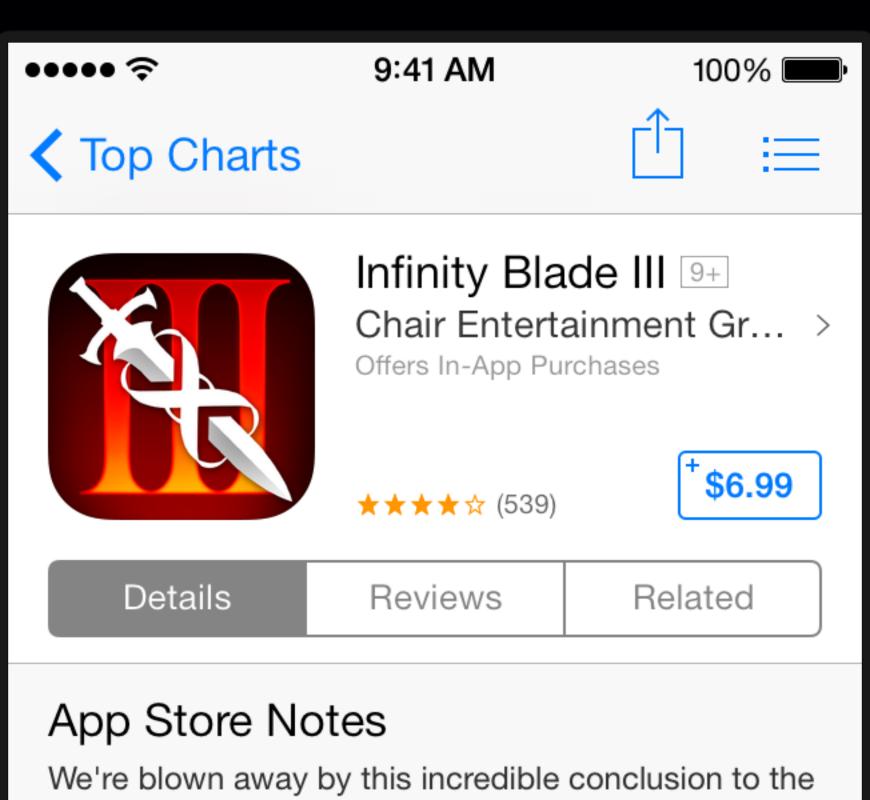
Blurring and Transparency



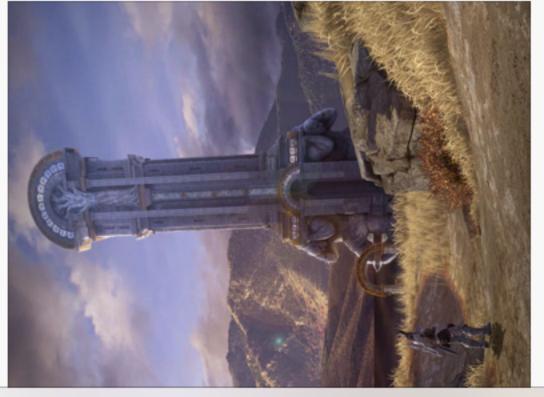


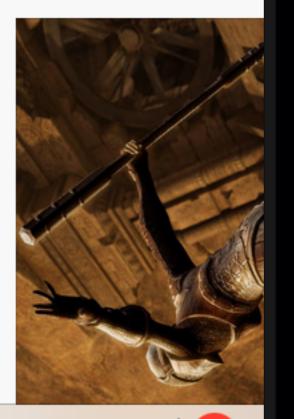




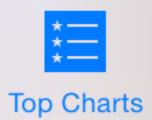


Infinity Blade trilogy, complete with two playable characters, intelligent crafting elements, a new indepth perk system, and platform-defining visuals. Developer Chair Entertainment has once agai ... more



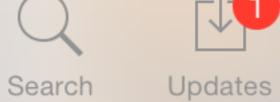


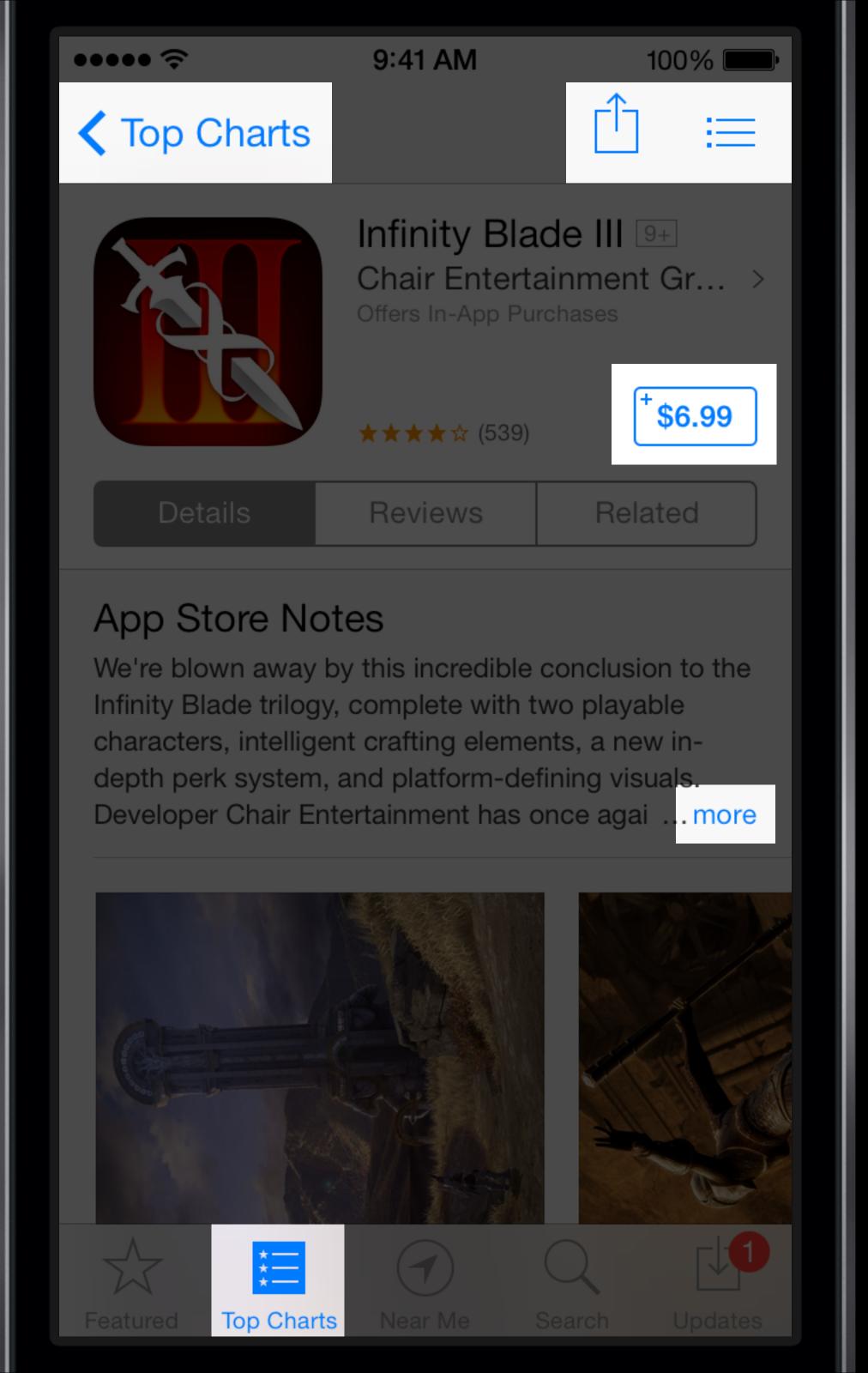


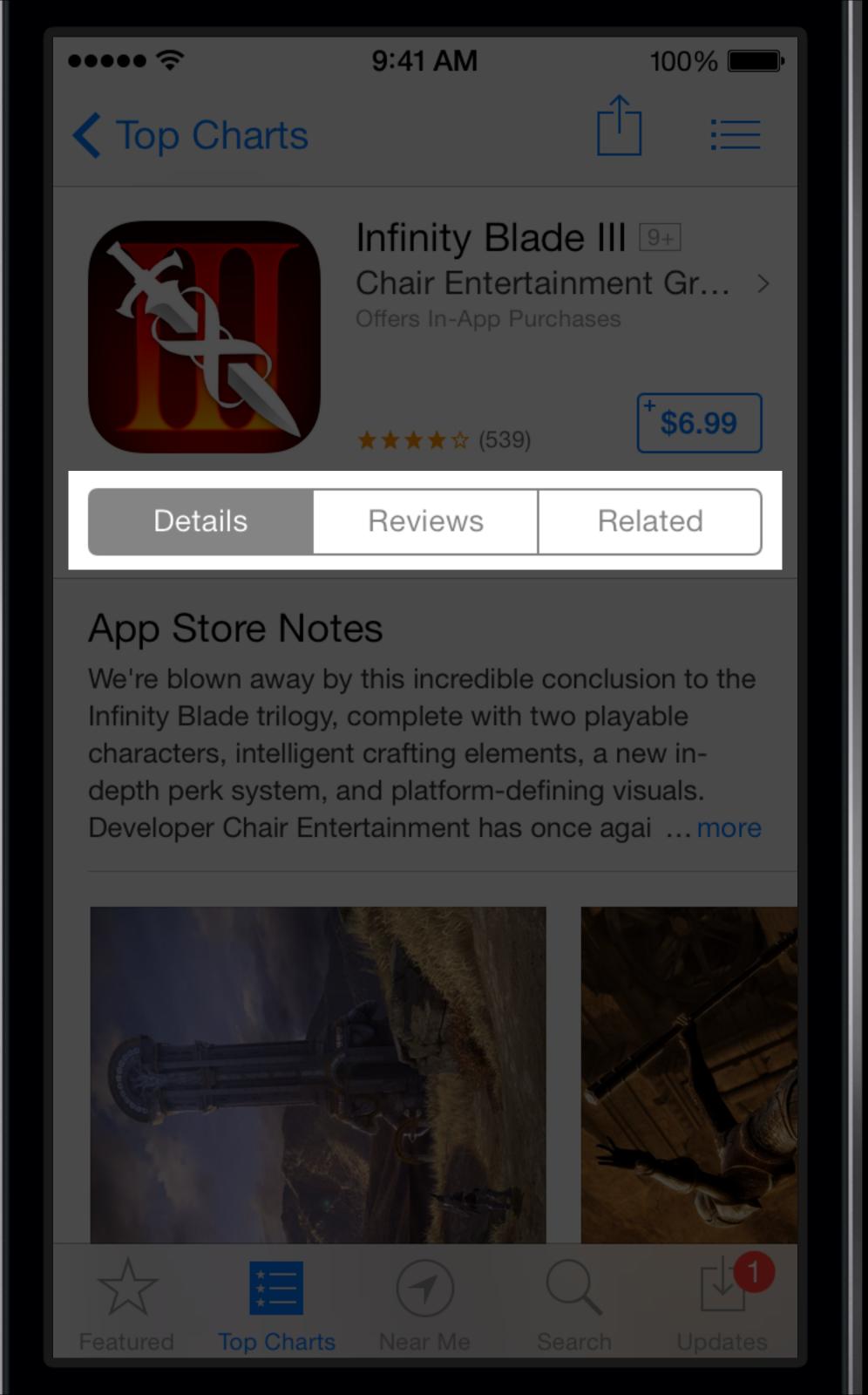


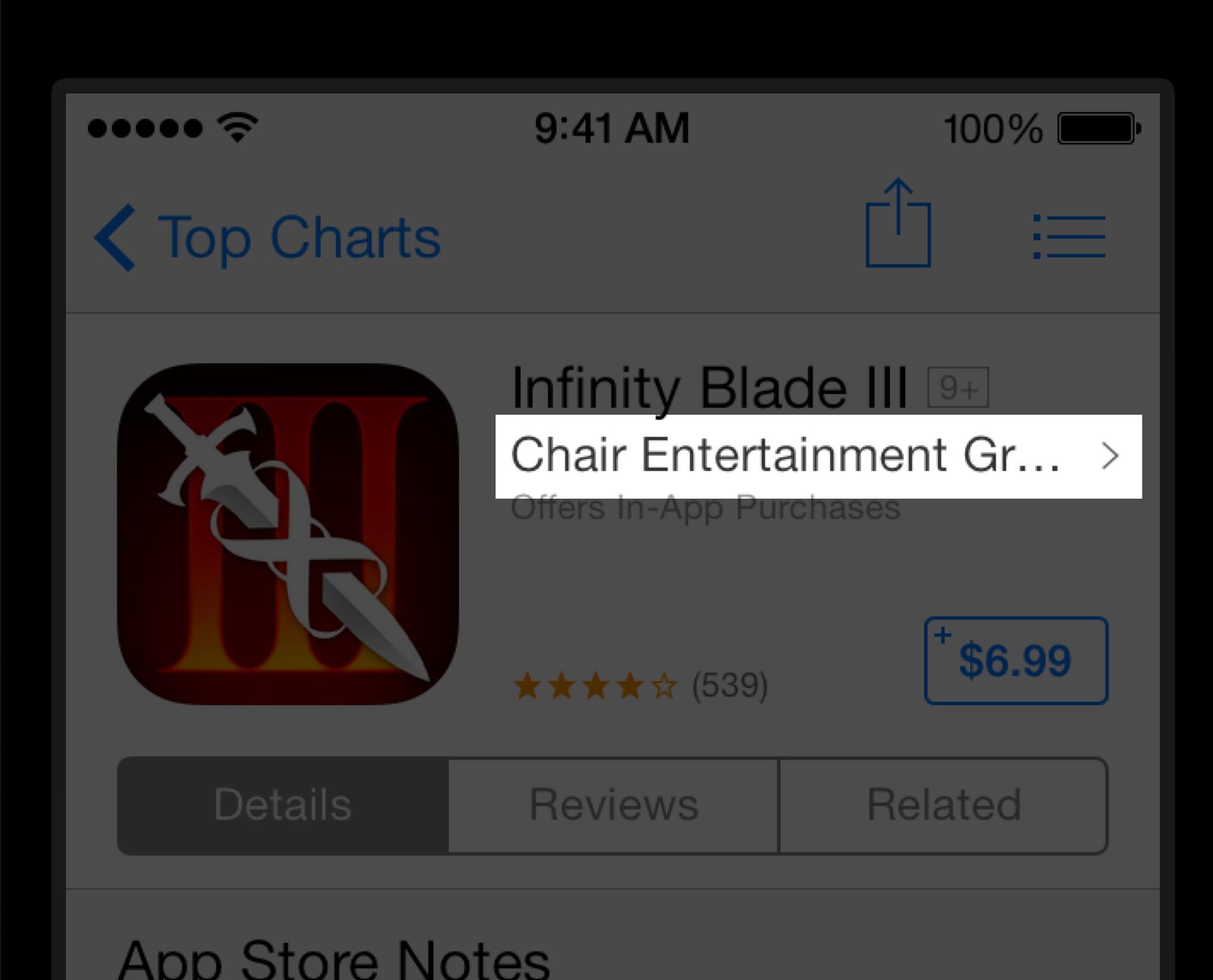


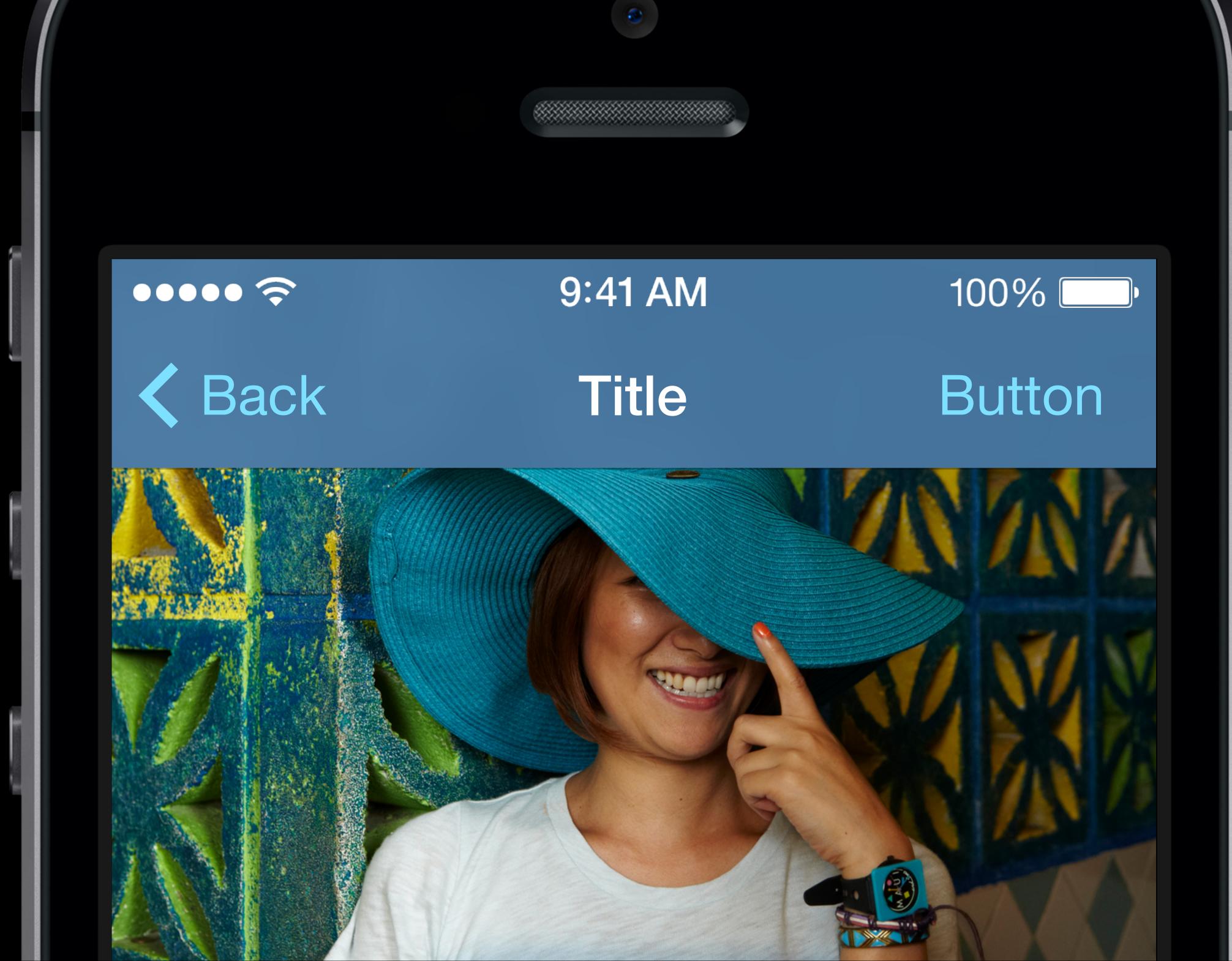


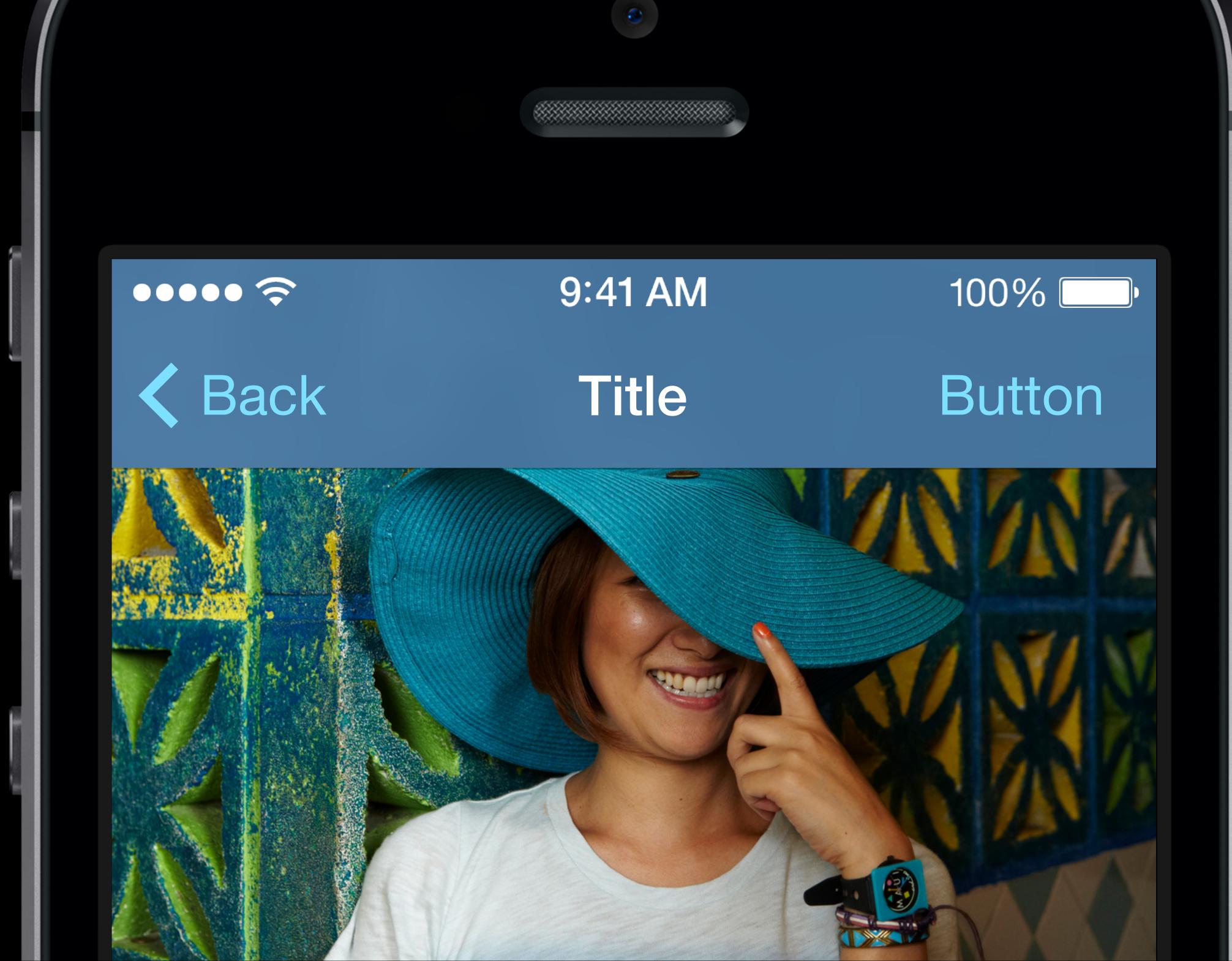


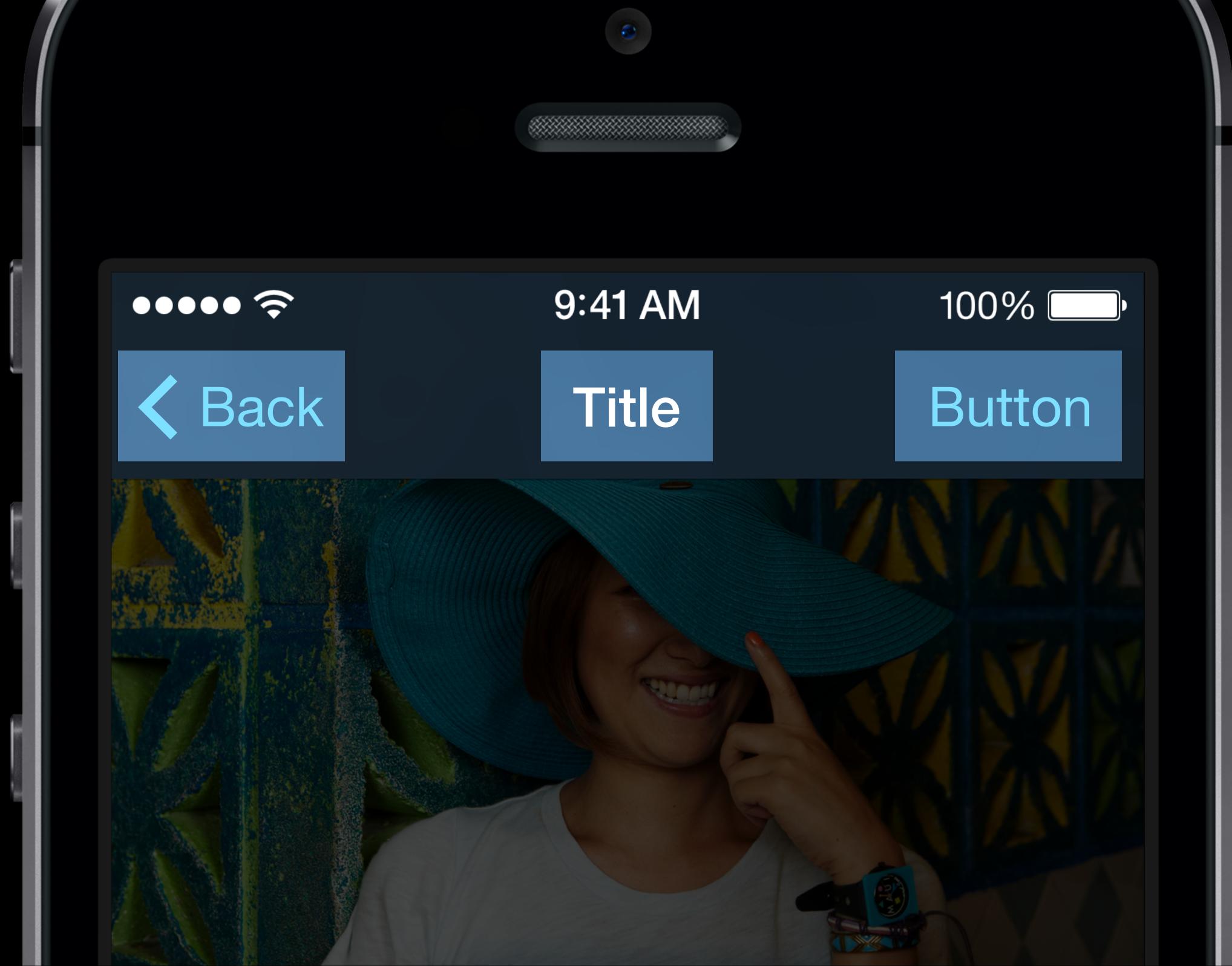


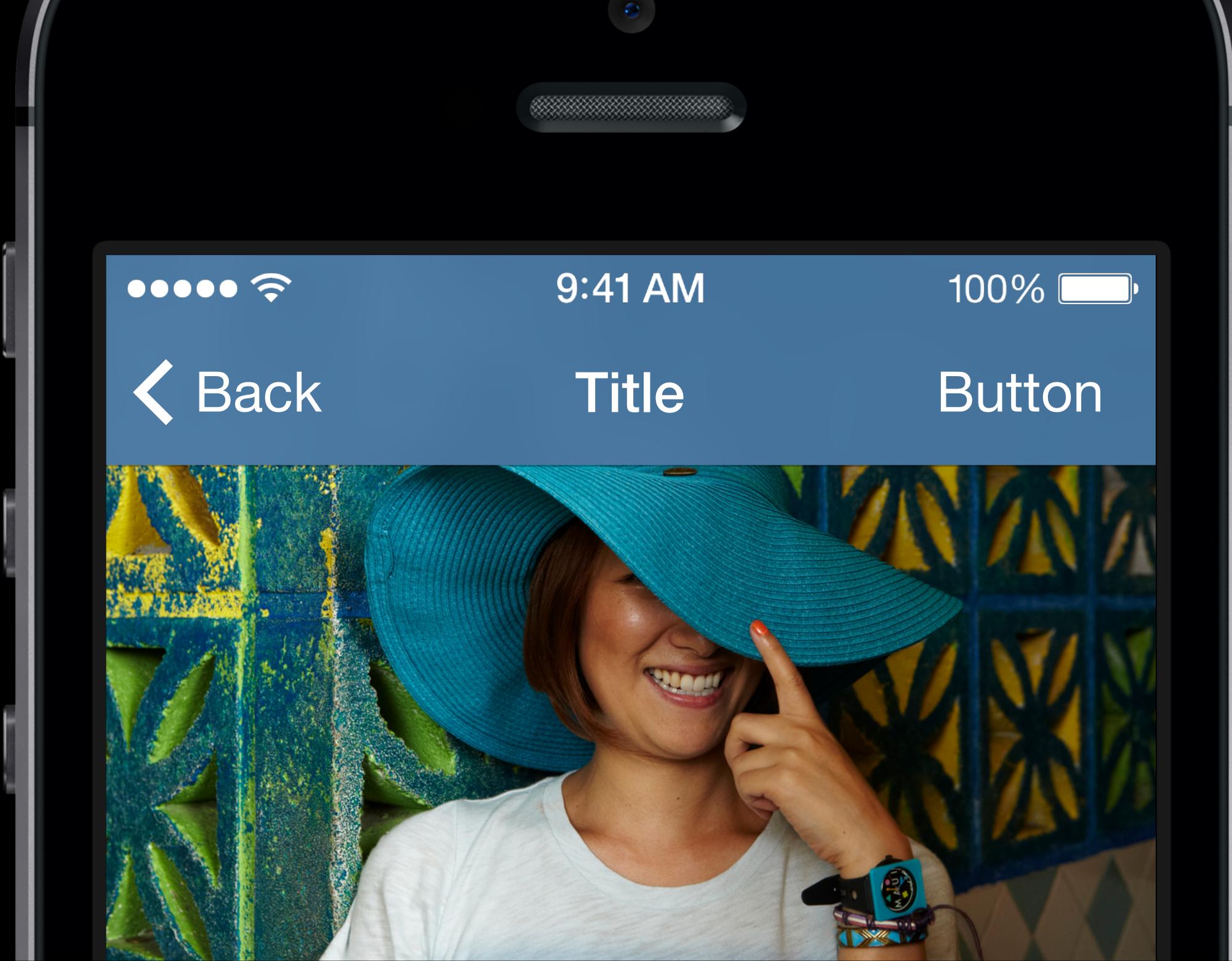


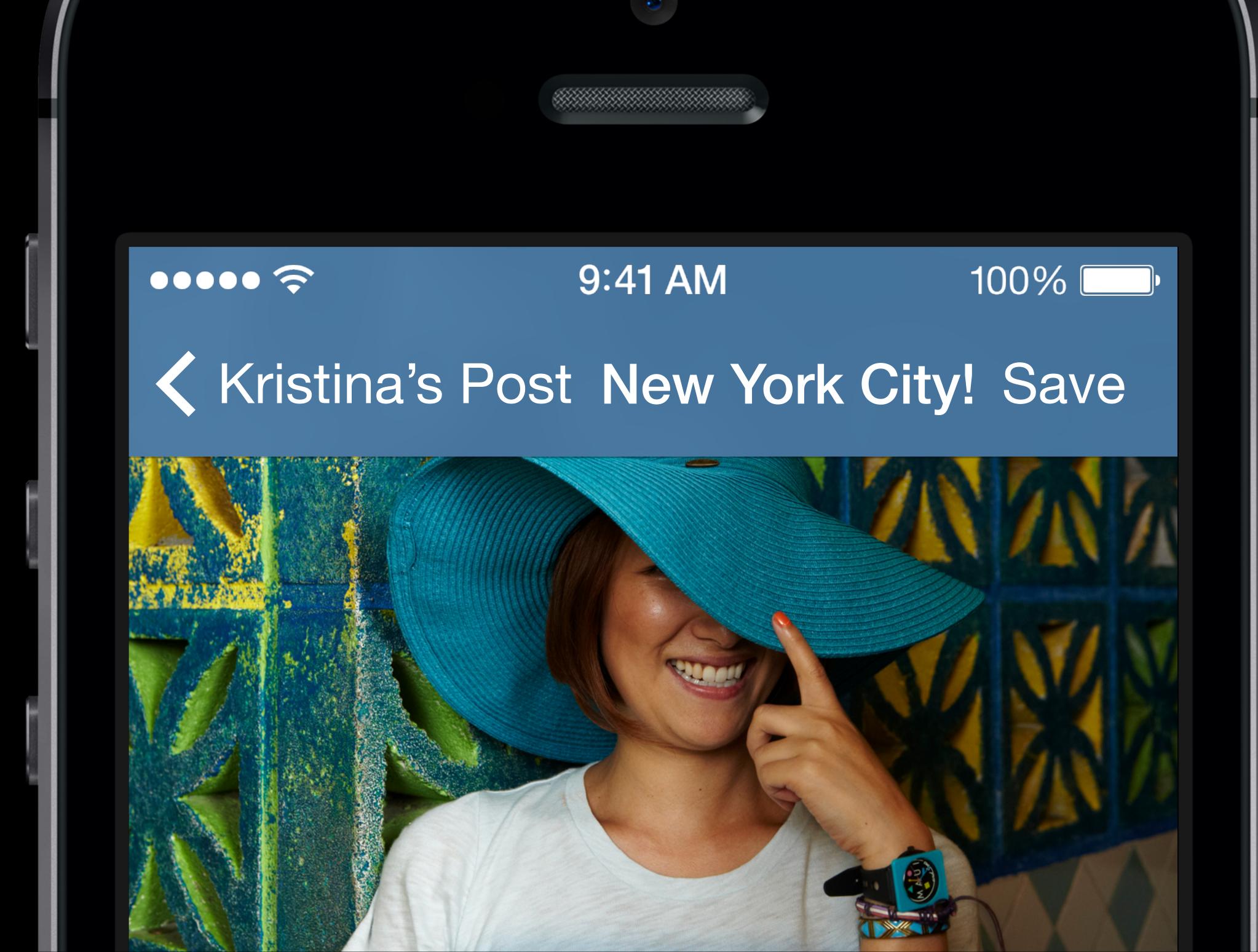


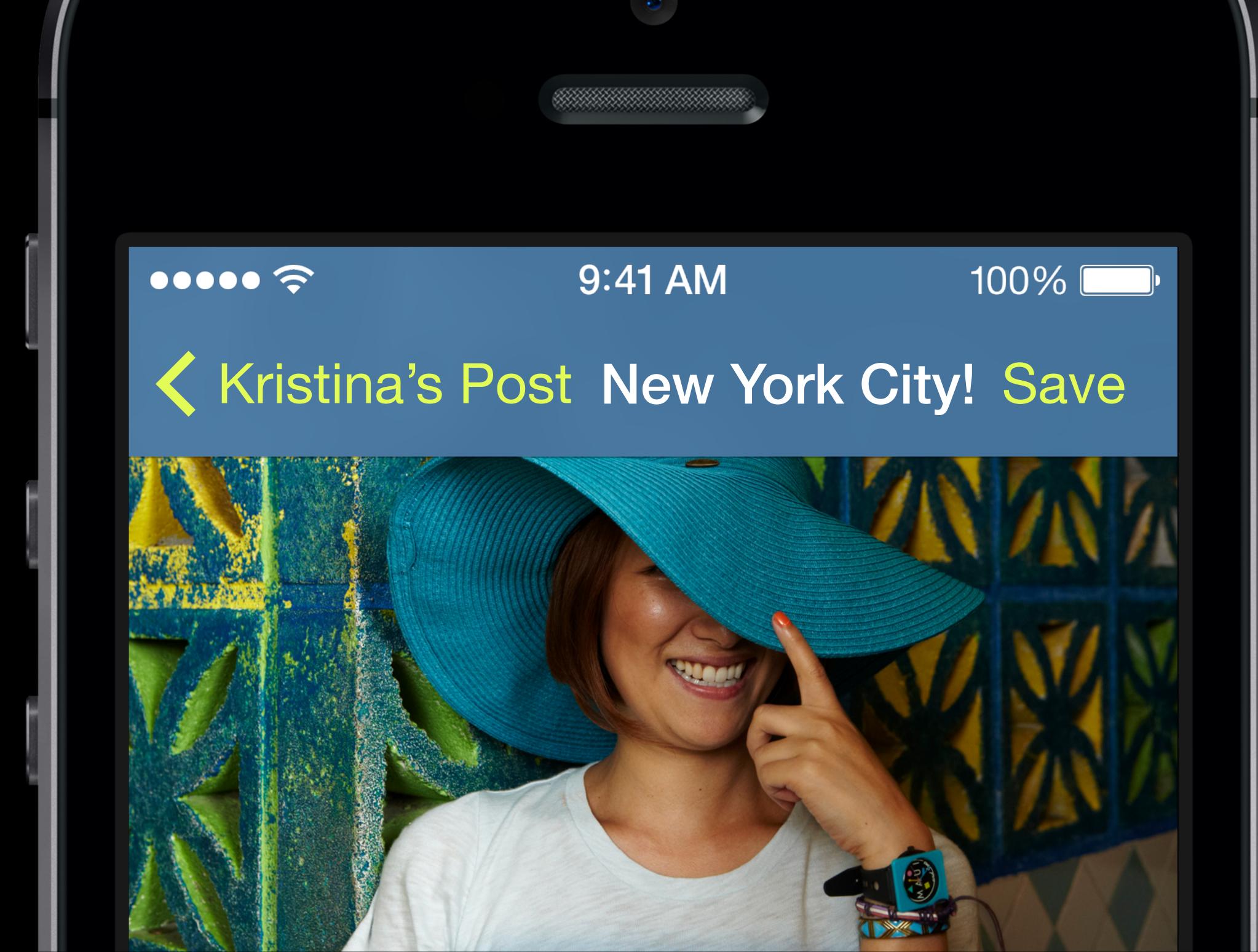


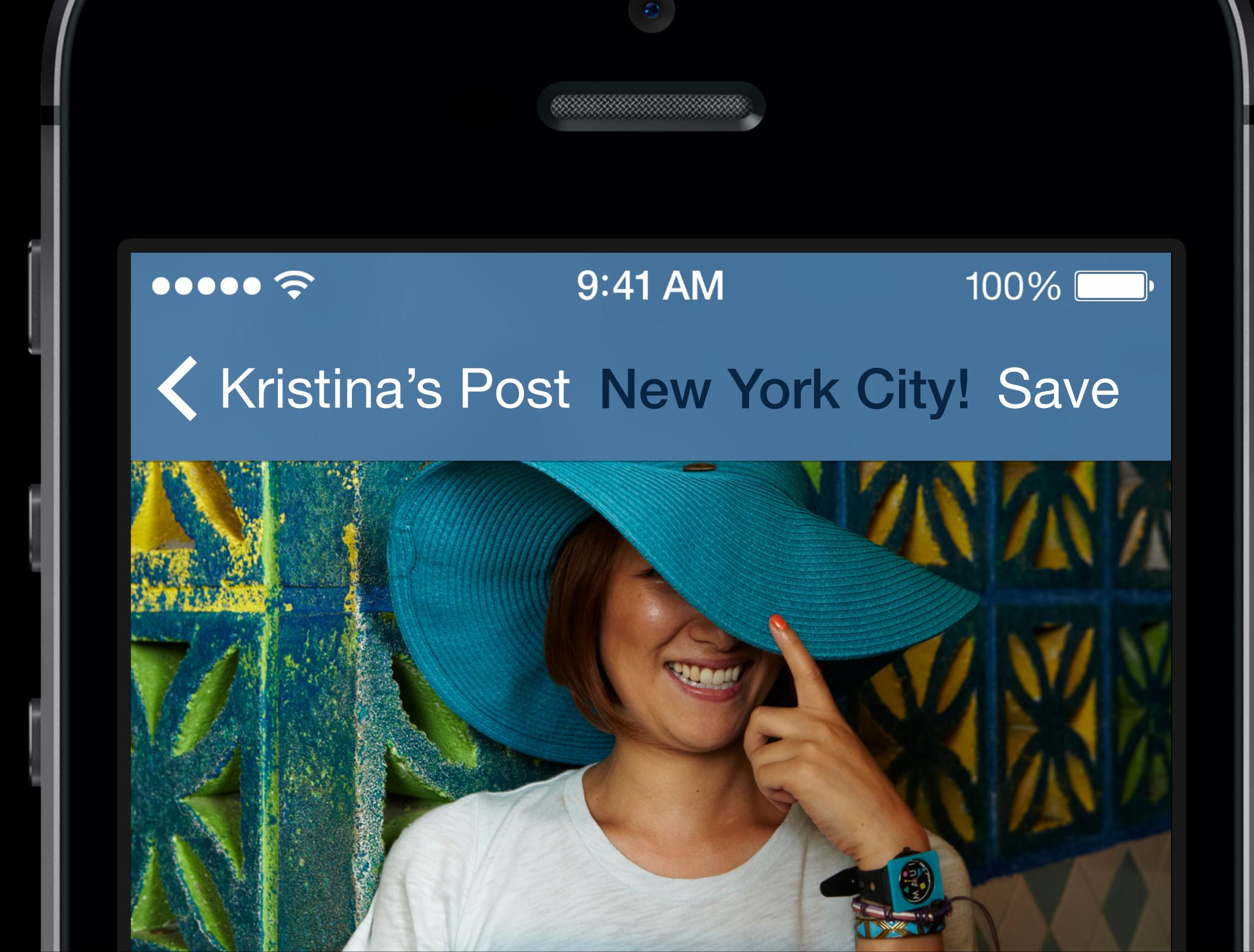


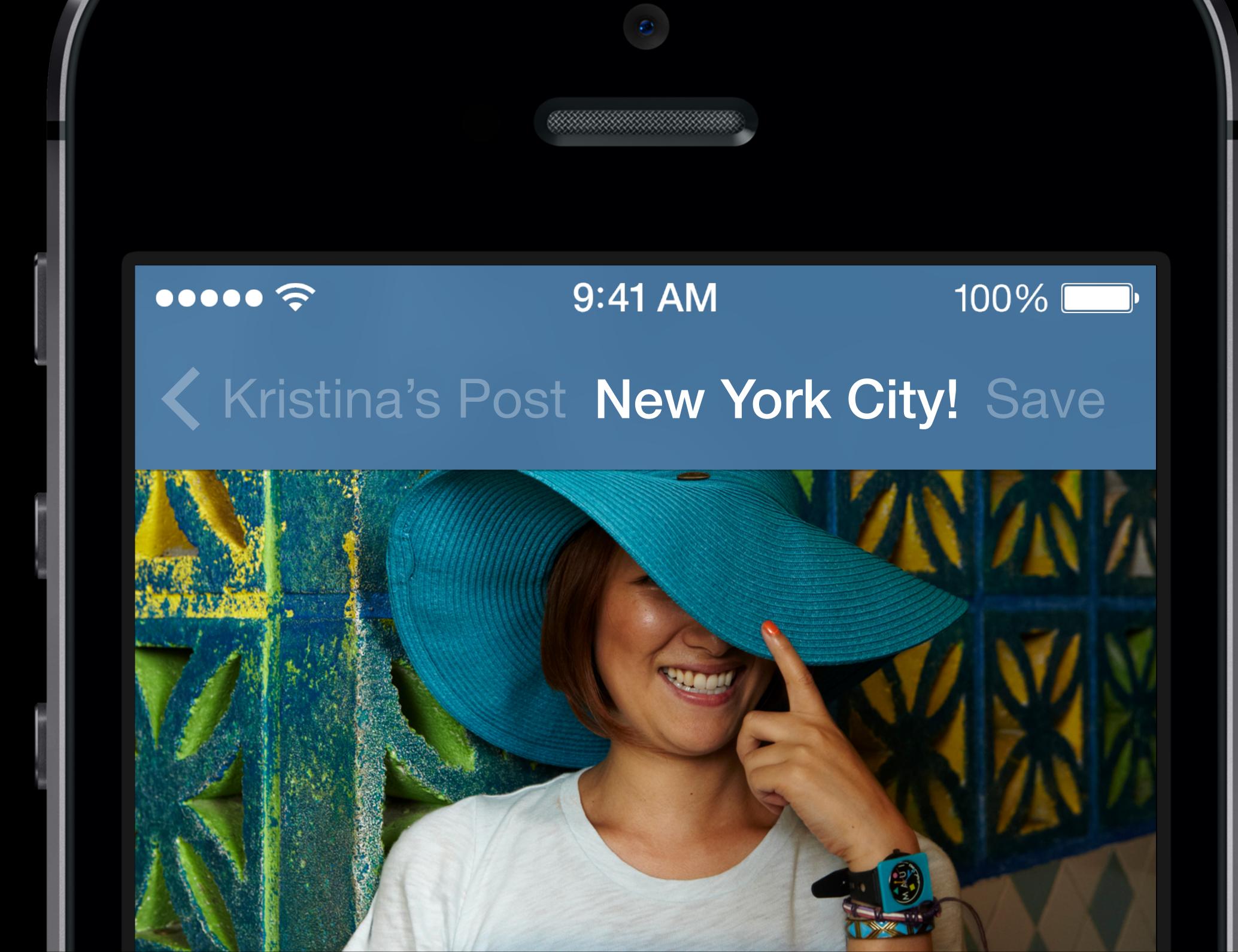












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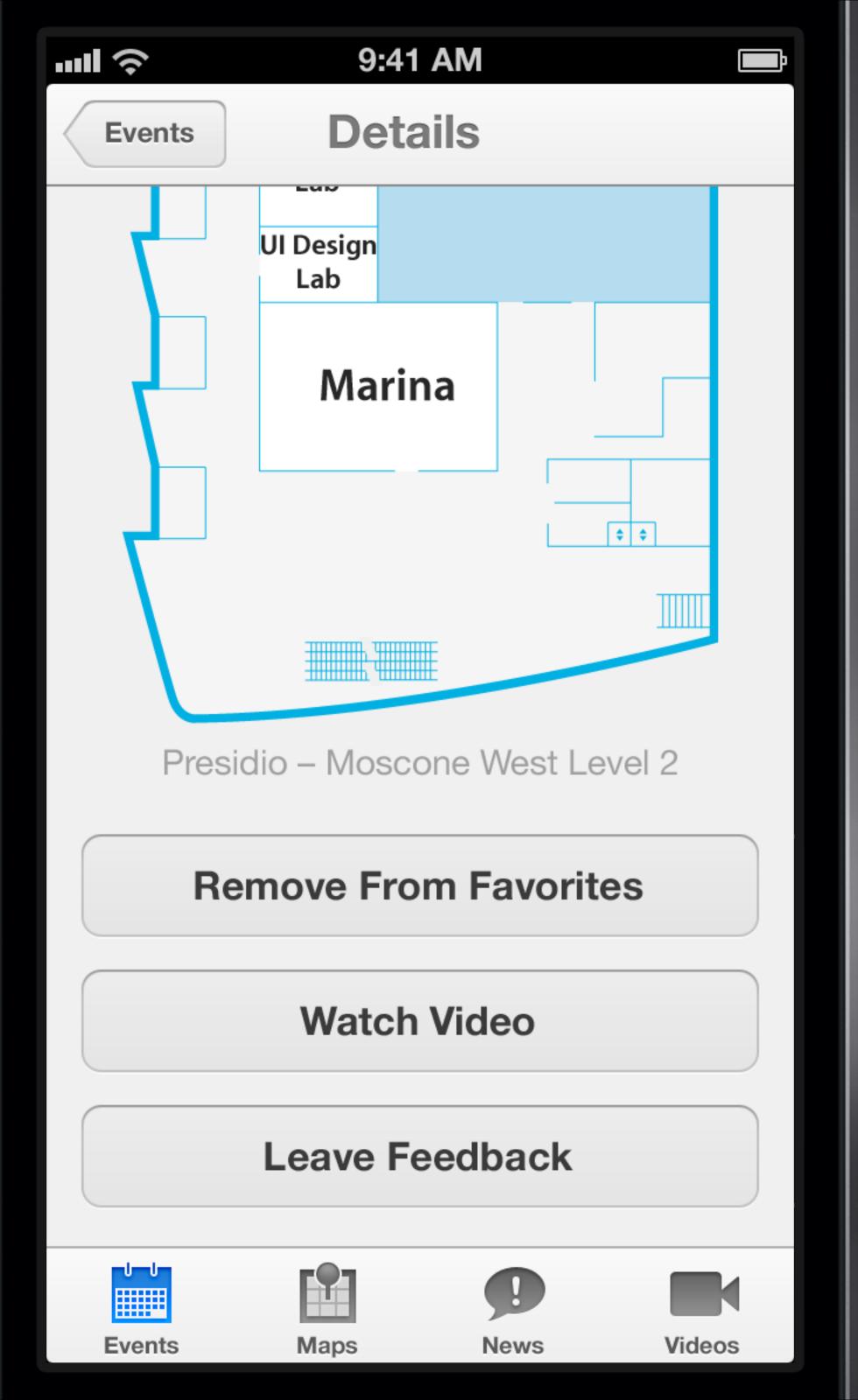
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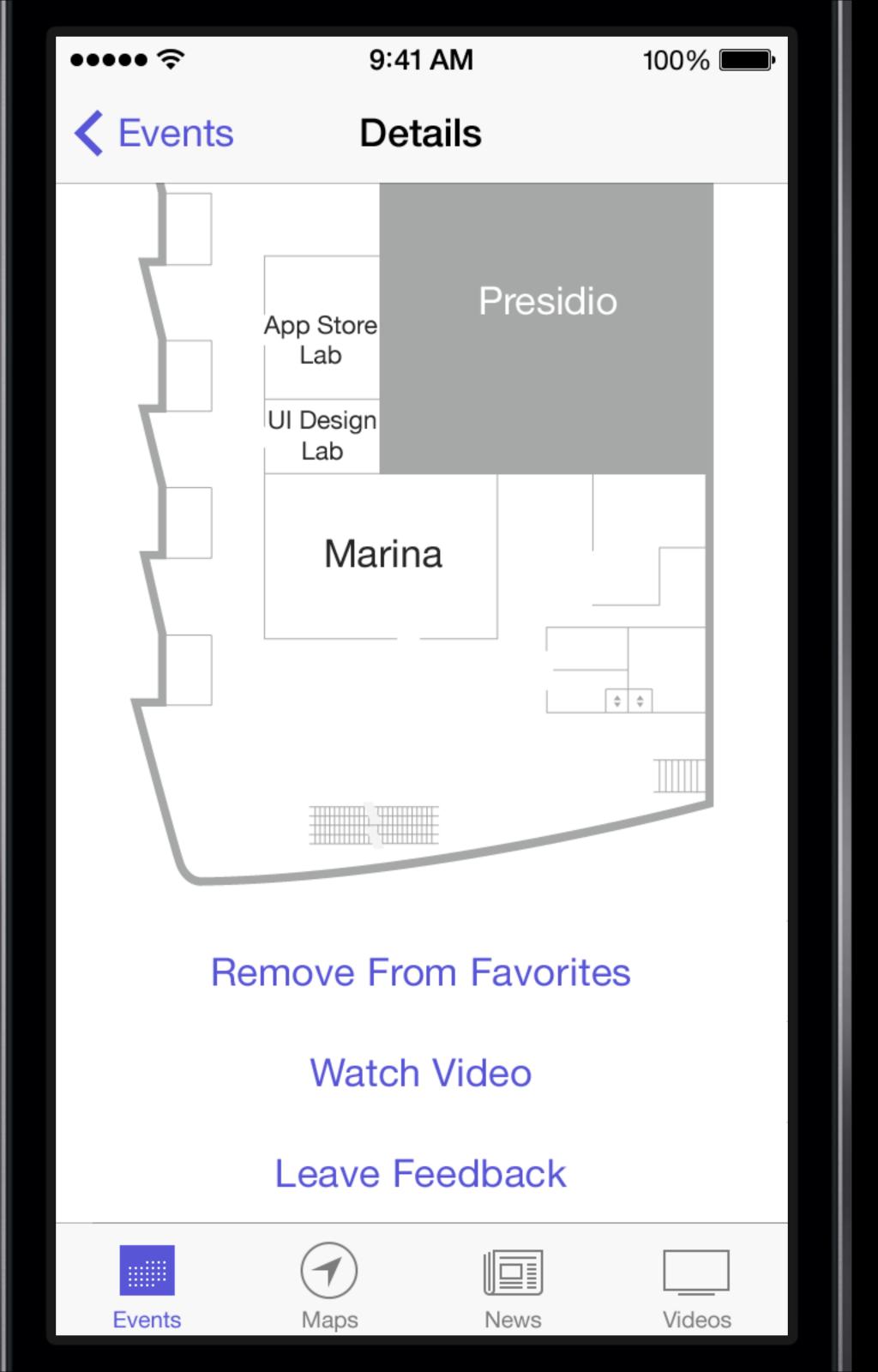
Blurring and Transparency

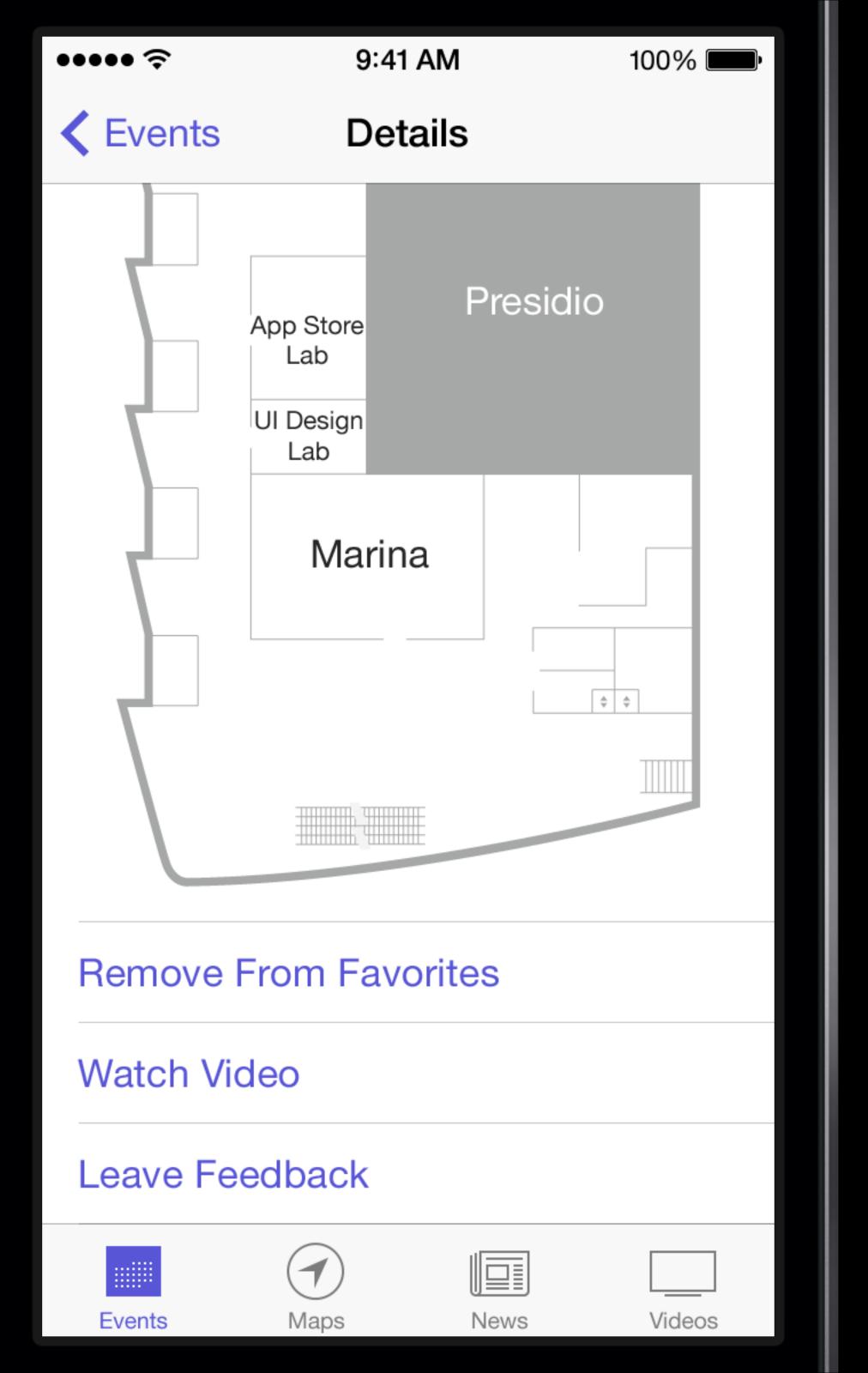
Button

Button



3 Buttons





Get More Info

Register Now

Get More Info Register Now

Get More Info Register Now

Get More Info Register Now

Get More Info Register Now

More Info

Register



Some features of the WWDC app are limited to registered attendees.

Apple ID

Required

Password

Required

Register

Sign In













9:41 AM

100%

Sign In

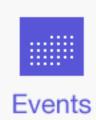
Apple ID Required

Password Required

Event information is limited to registered Tech Talk attendees.

Register

Sign In

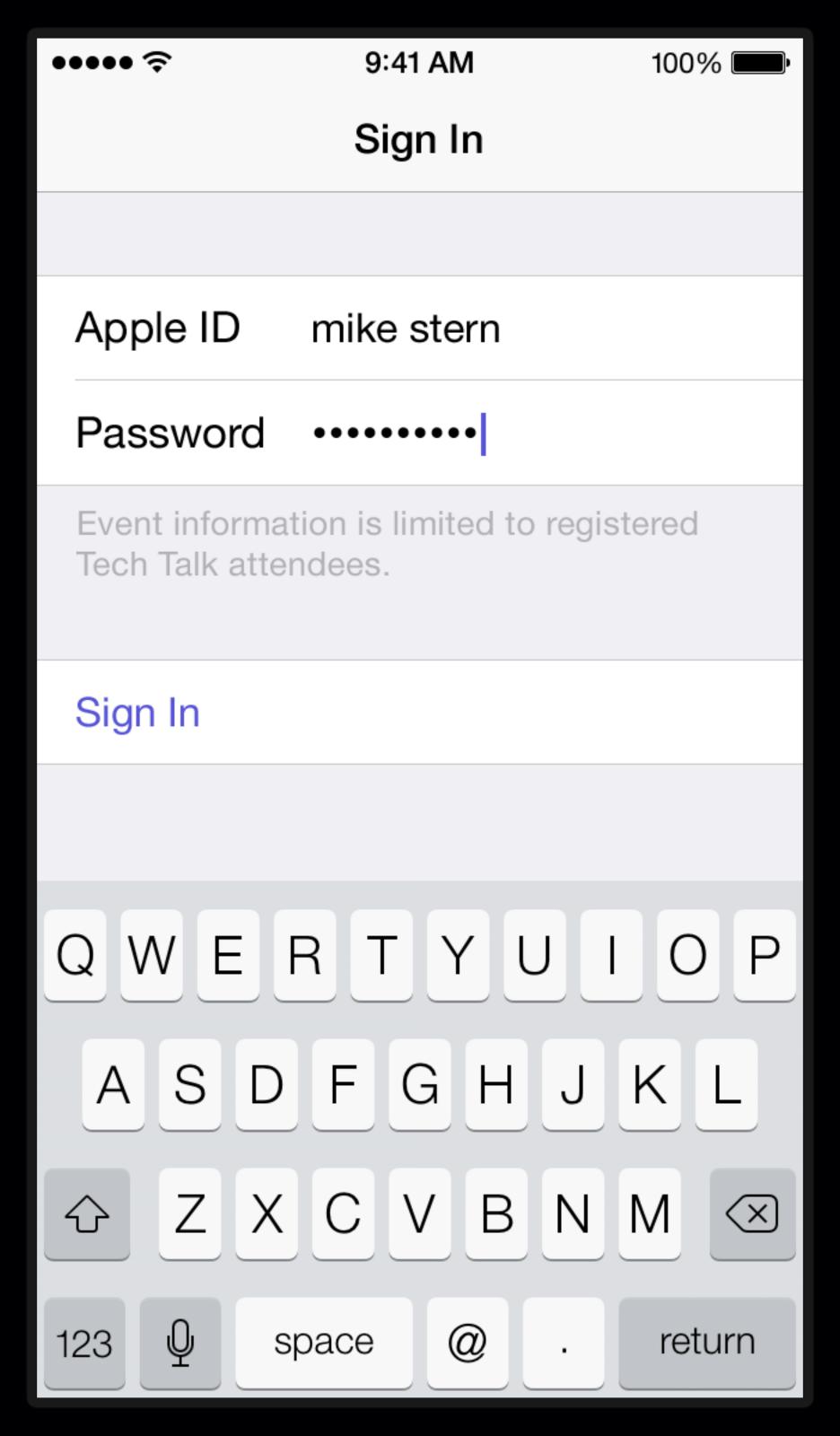








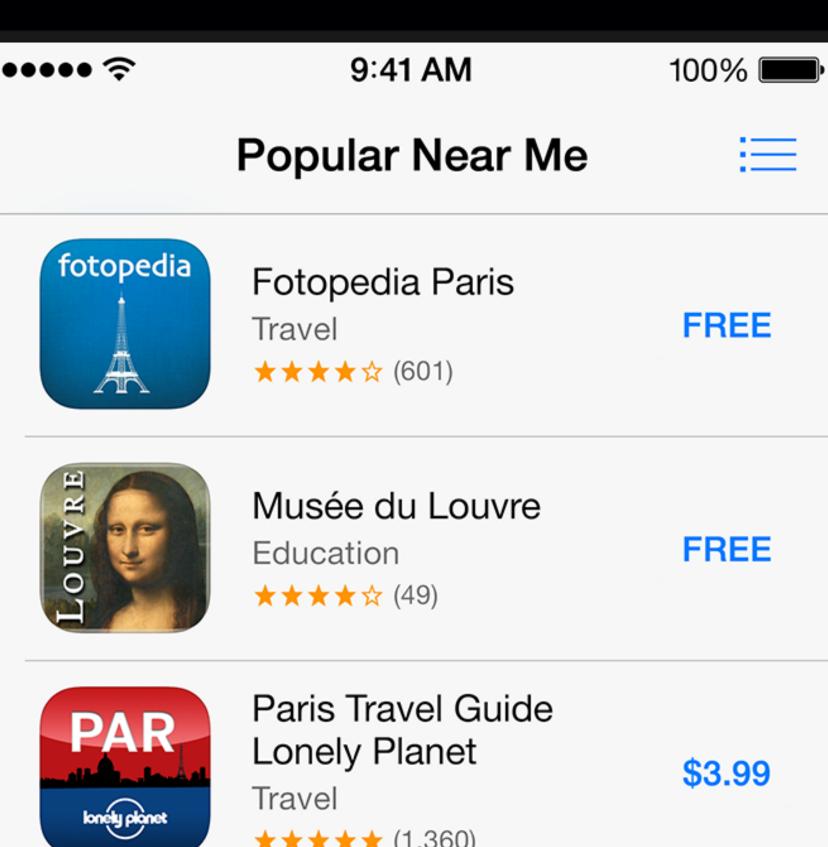




Is it a button?









★★★★★ (1,360)



Rick Steves' Audio Europe™

Photo & Video ★★★★★ (119)

FREE



TripAdvisor Offline City Guides

Social Networking **★★★★★** (56)

FREE



Louvre Audio Guide











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100%



Popular Near Me



Fotopedia Paris

Travel

★★★★☆ (601)

FREE



Musée du Louvre

Education

★★★★☆ (49)

FREE



Paris Travel Guide Lonely Planet

Travel

★★★★★ (1,360)

\$3.99



Rick Steves' Audio Europe™

Photo & Video

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FREE



TripAdvisor Offline City Guides

Social Networking **★★★★★** (56)

FREE



Louvre Audio Guide



Featured



Top Charts





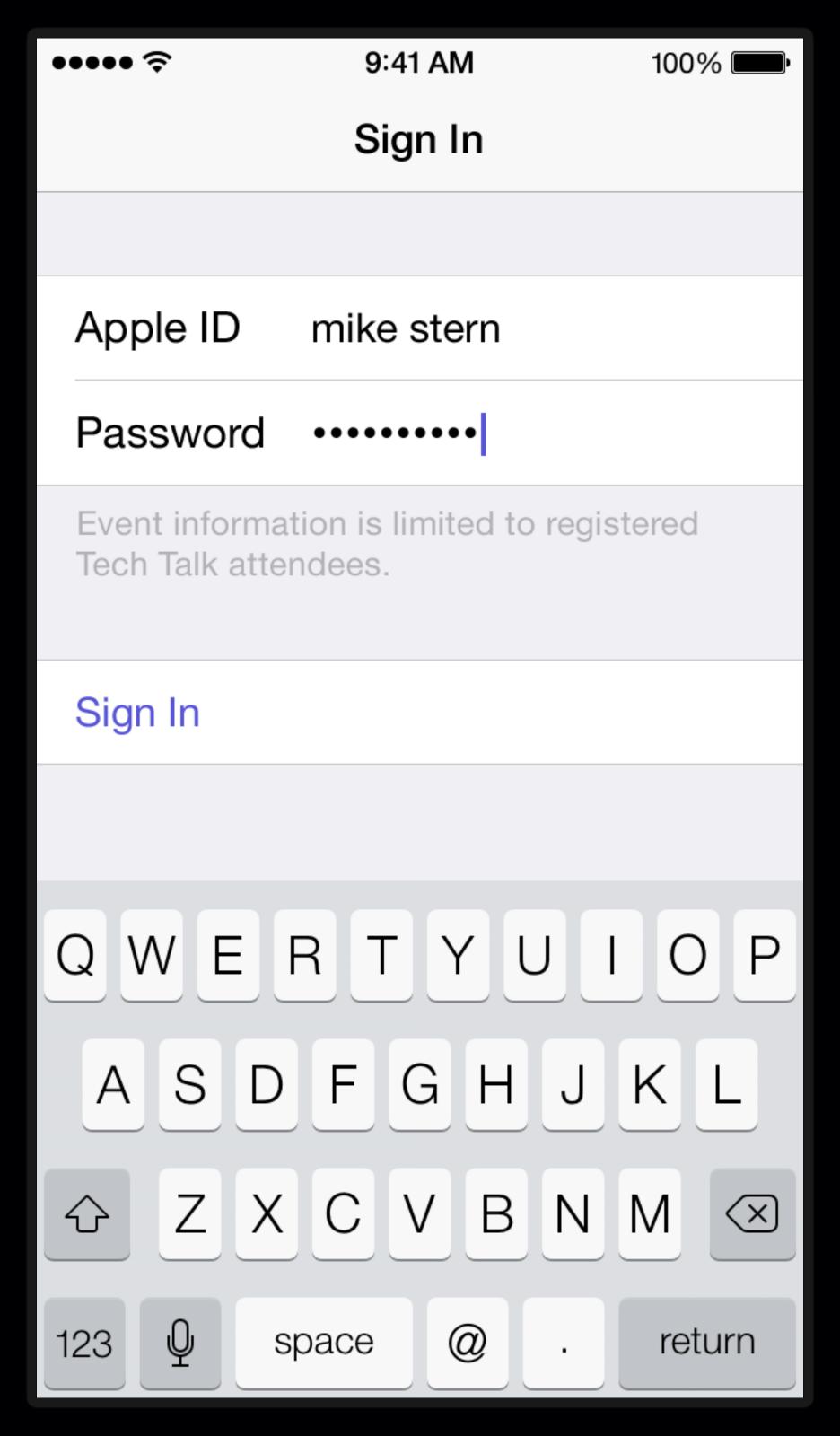


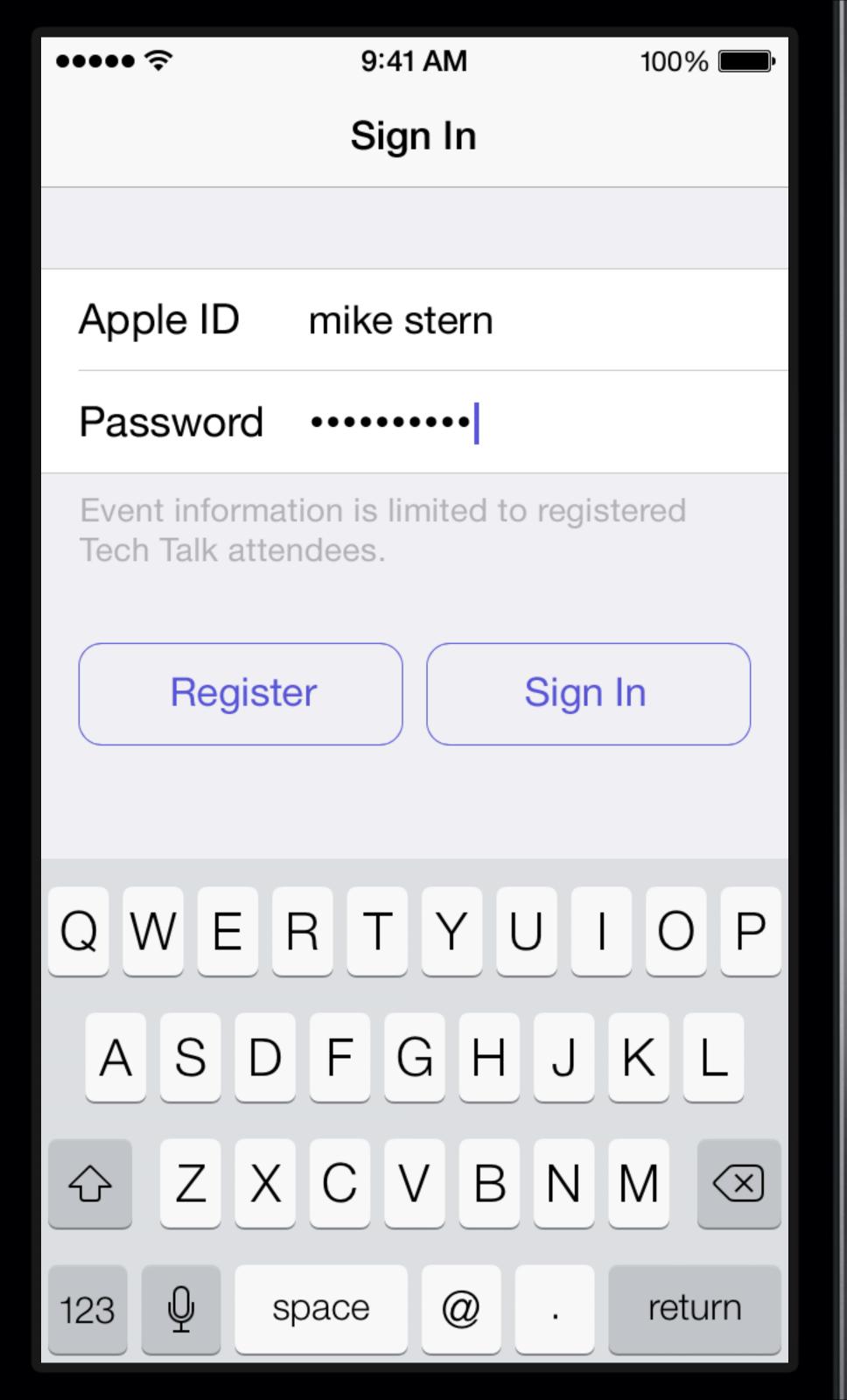


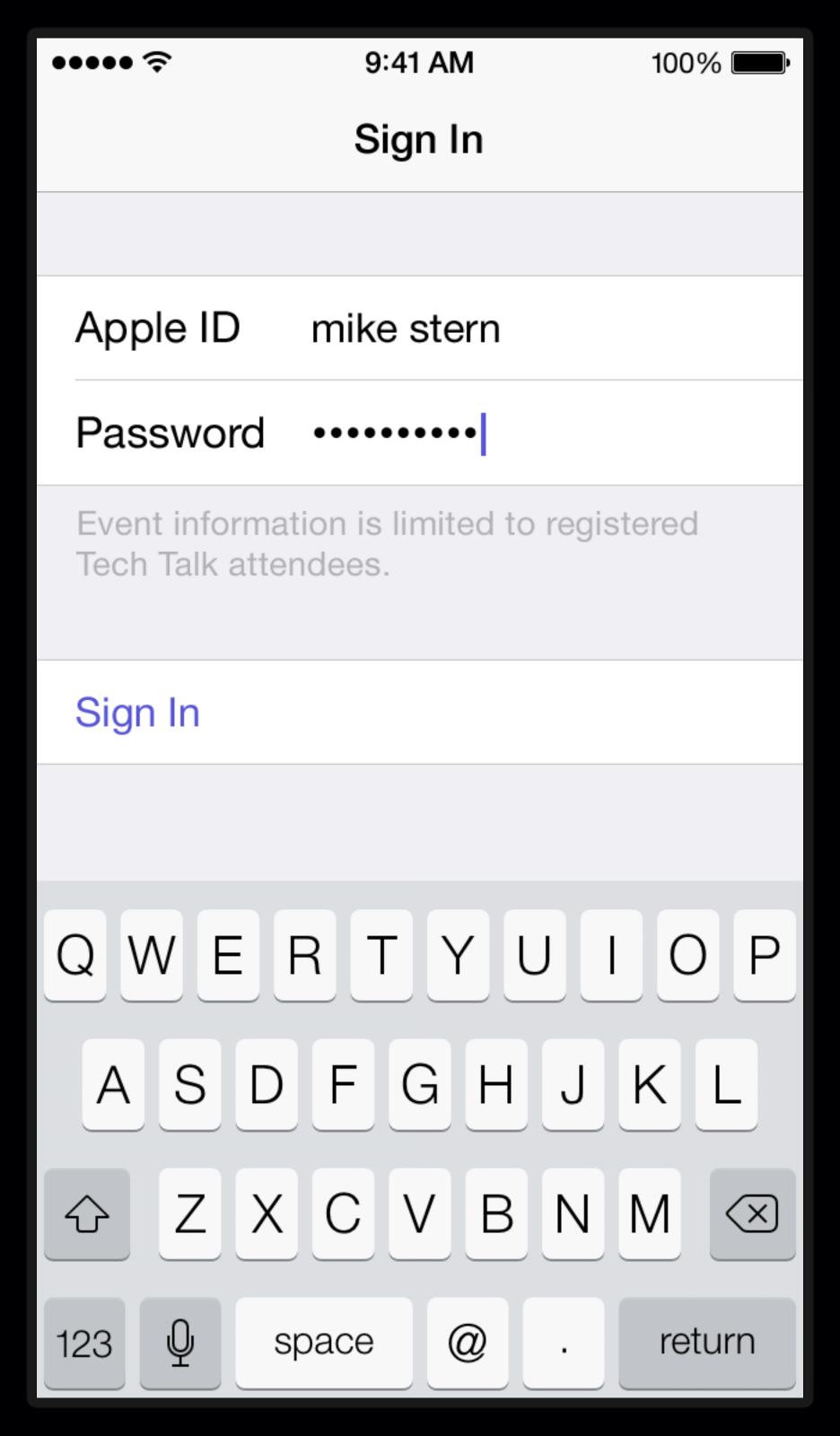
Search

Updates









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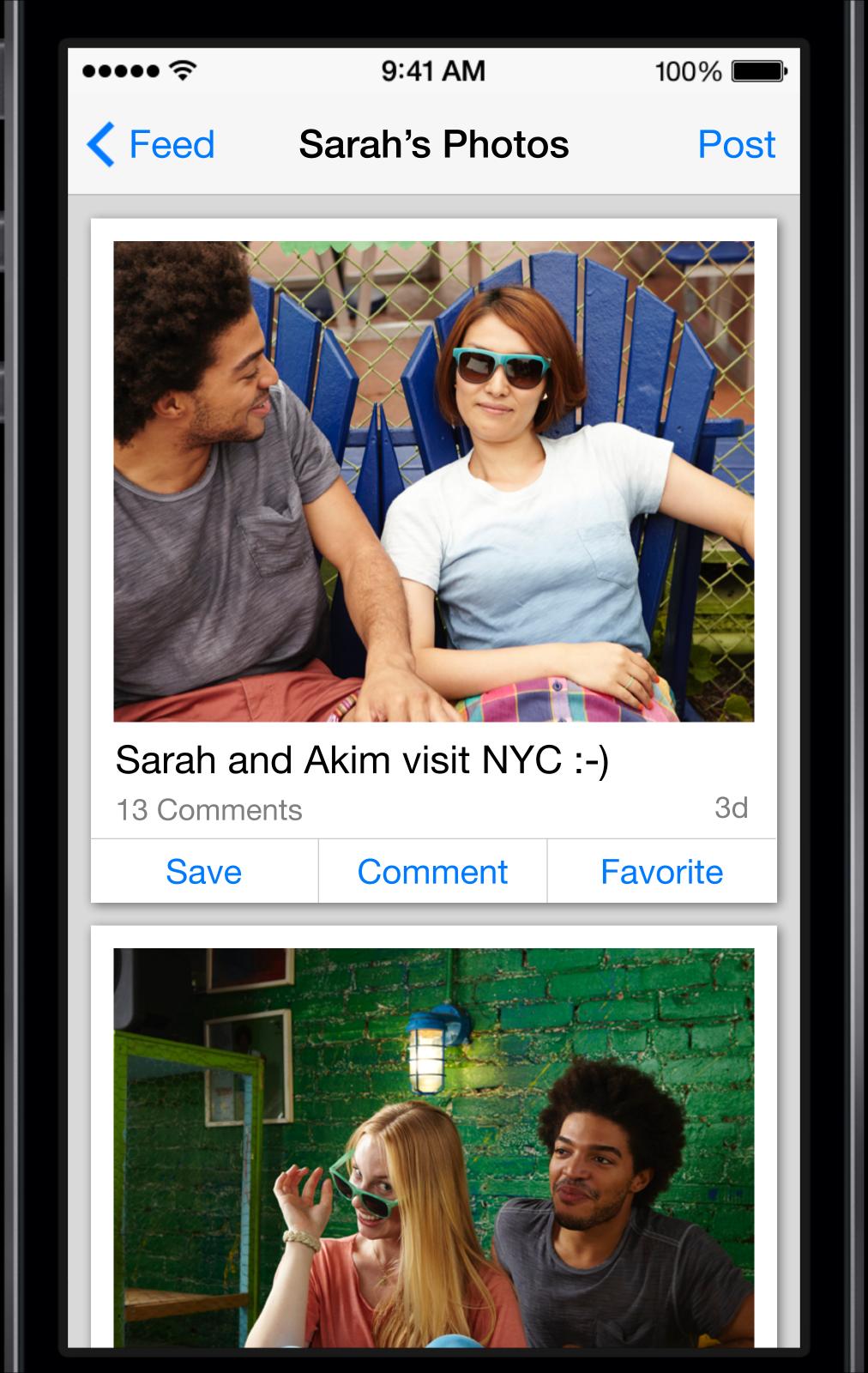
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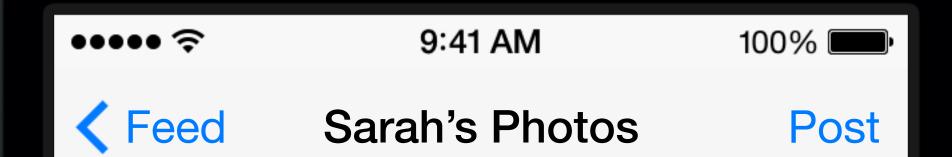
Interface Icons

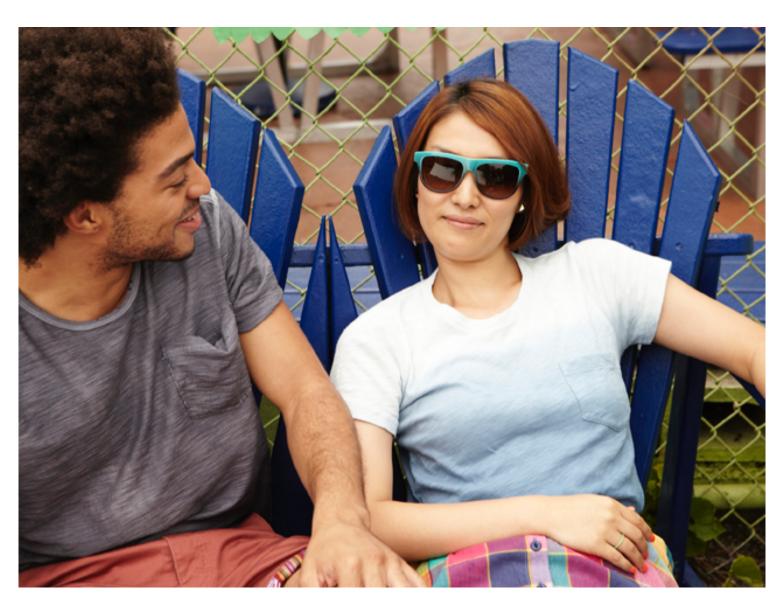
Tint Colors

Button Borders

Boxes, Lines and Shadows



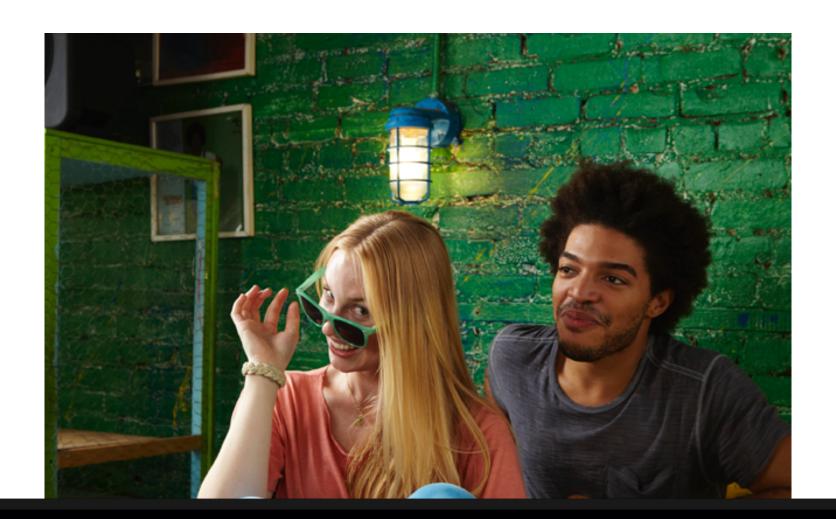


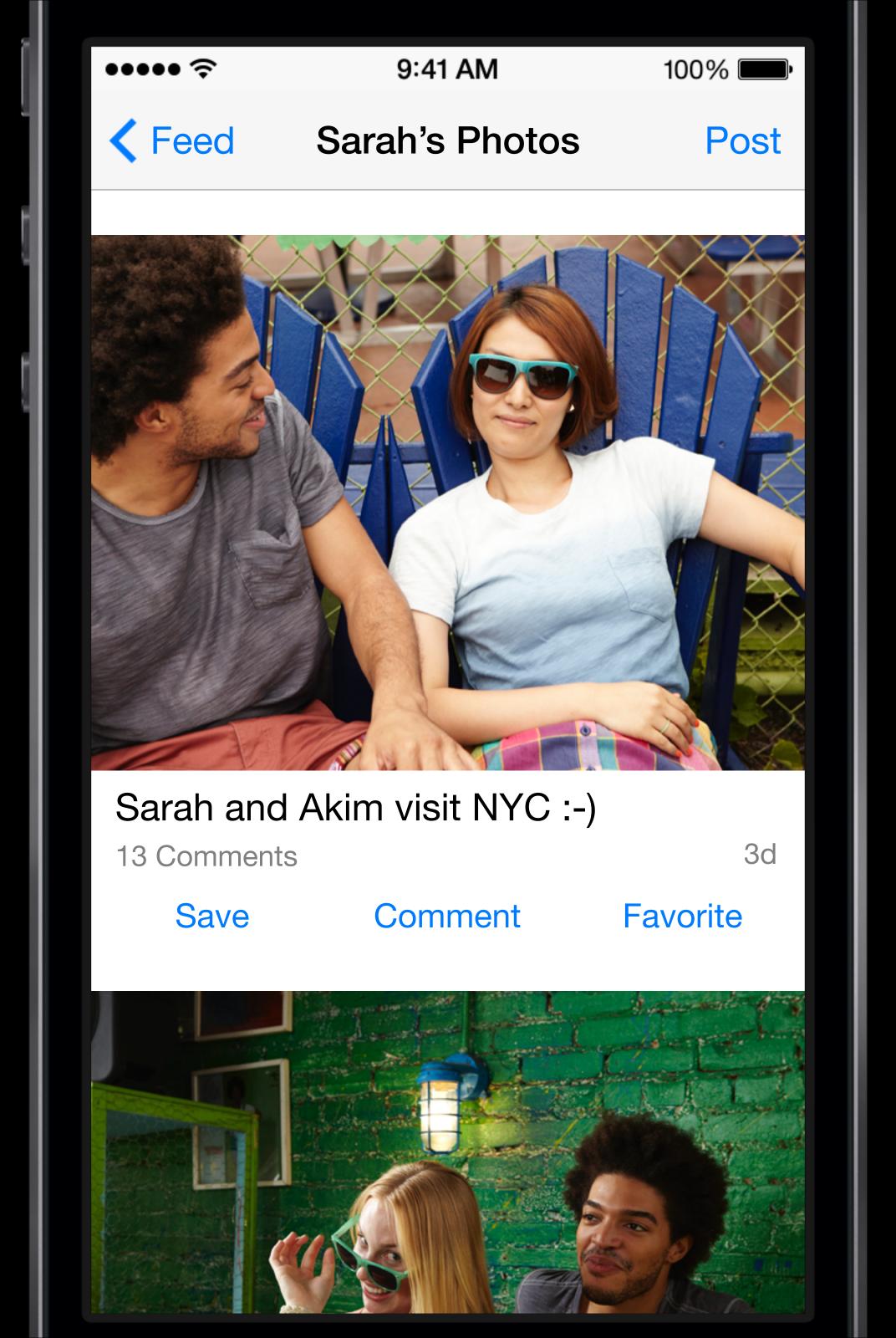


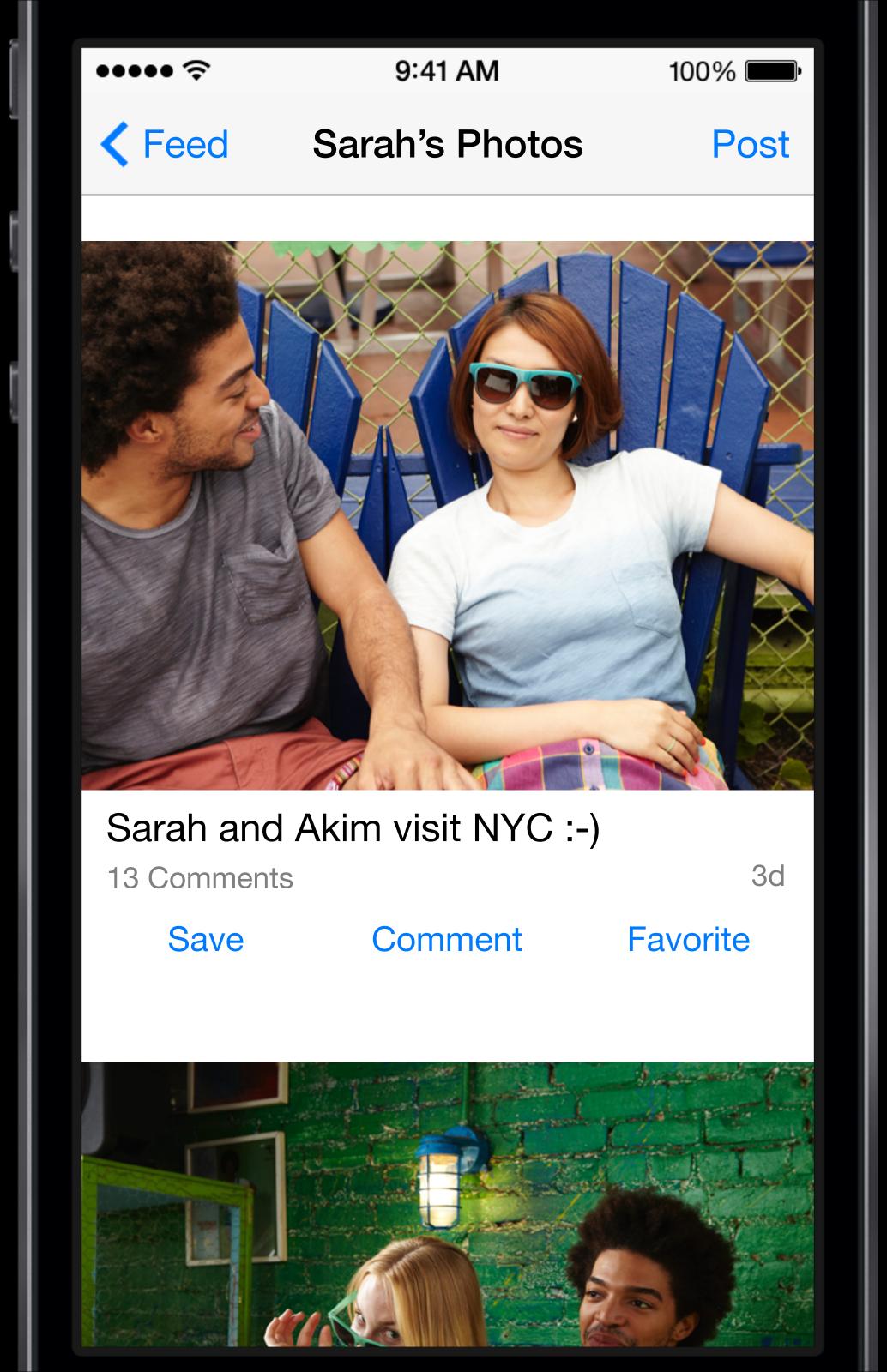
Sarah and Akim visit NYC :-)

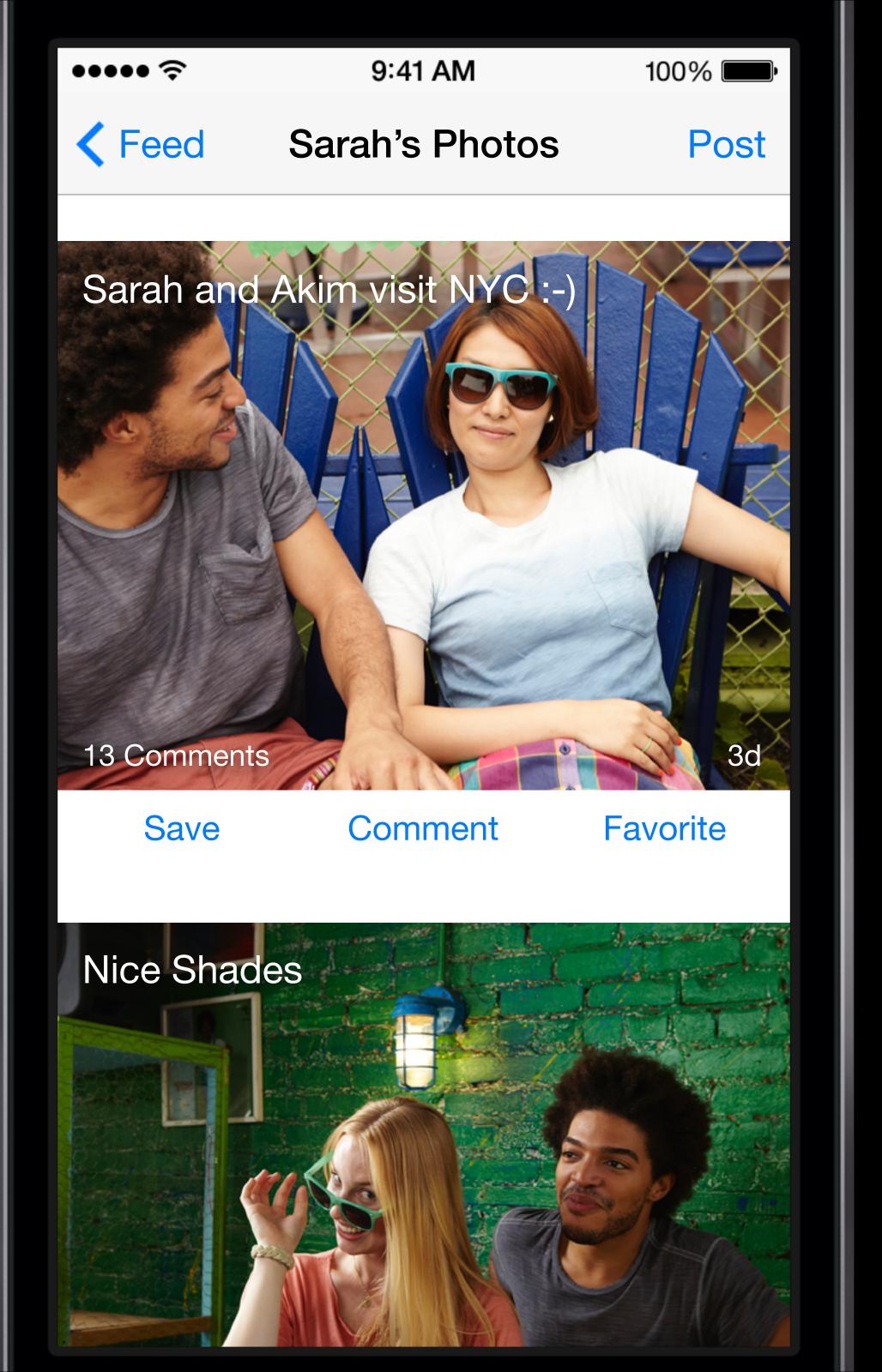
13 Comments 3d

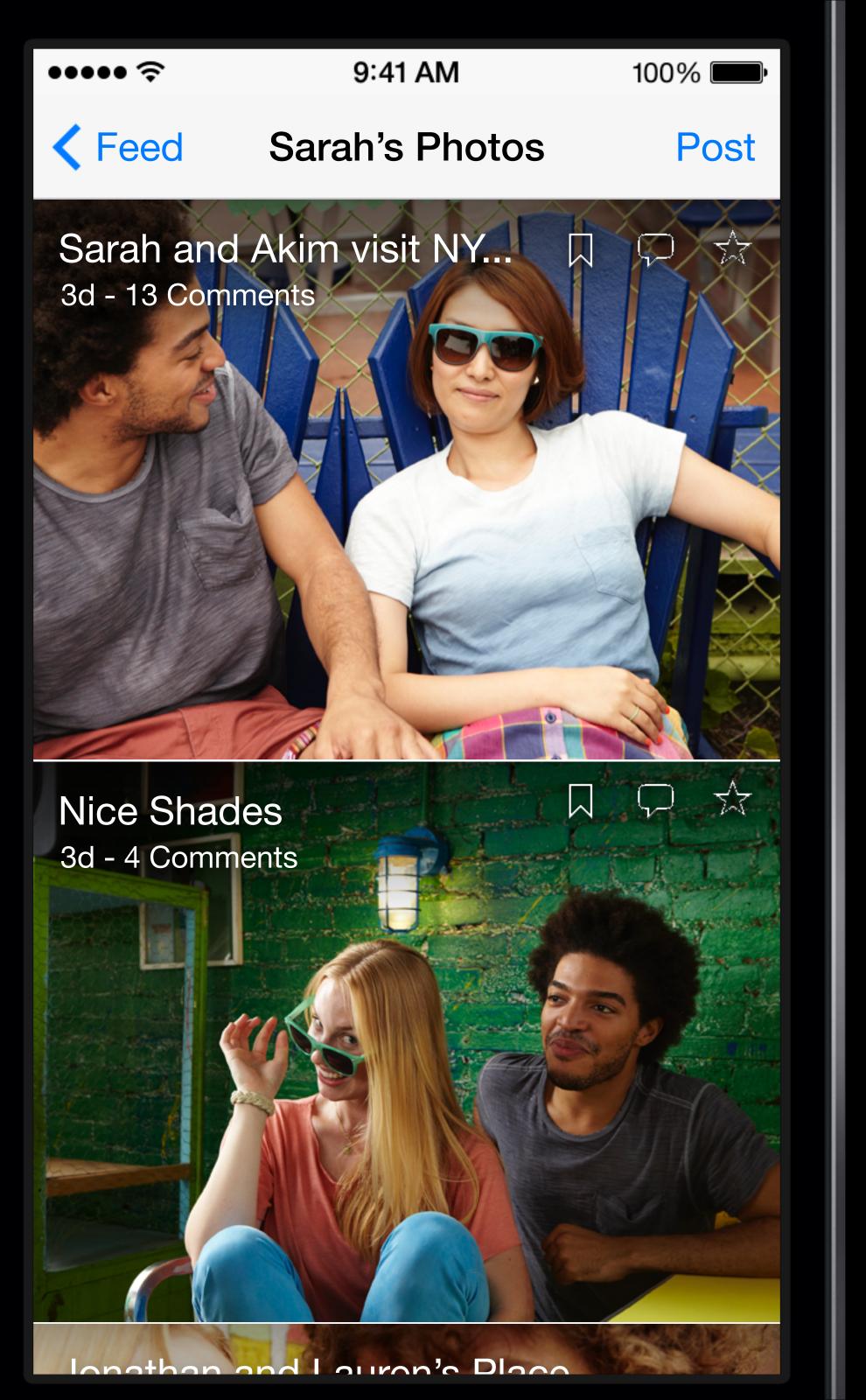
Save Comment Favorite











App Icons

Interface Icons

Tint Colors

Button Borders

Boxes, Lines and Shadows

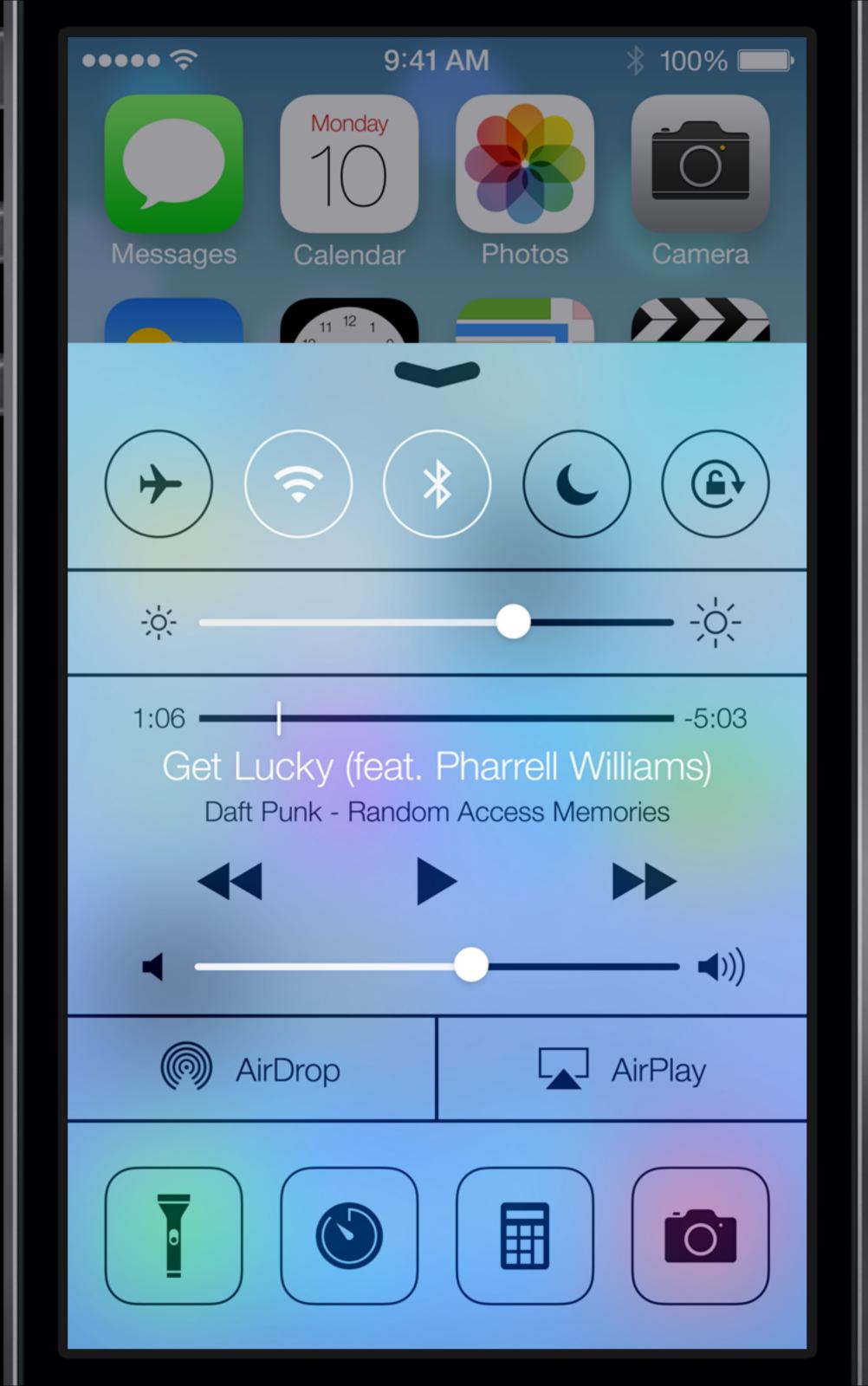
App Icons

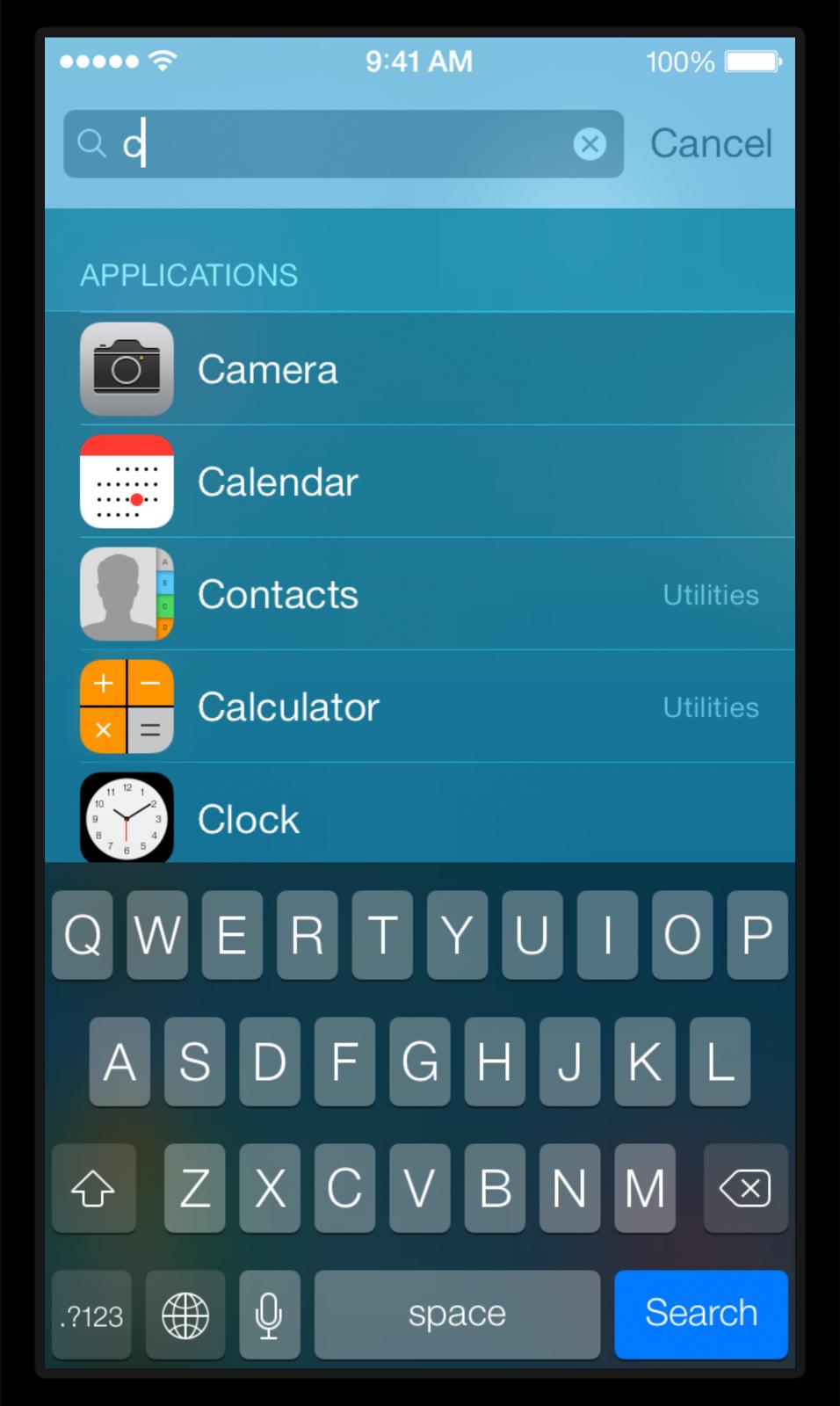
Interface Icons

Tint Colors

Button Borders

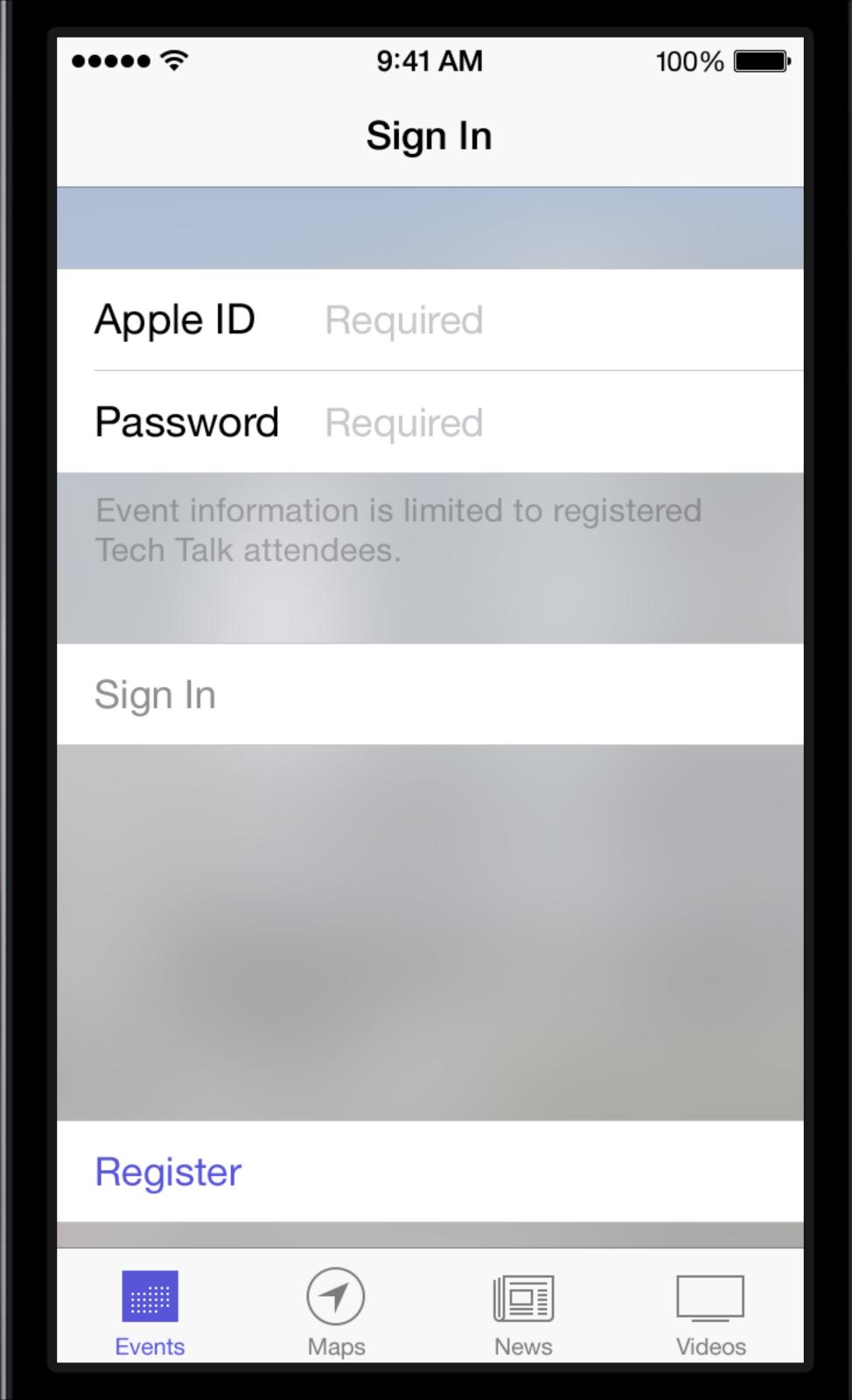
Boxes, Lines and Shadows









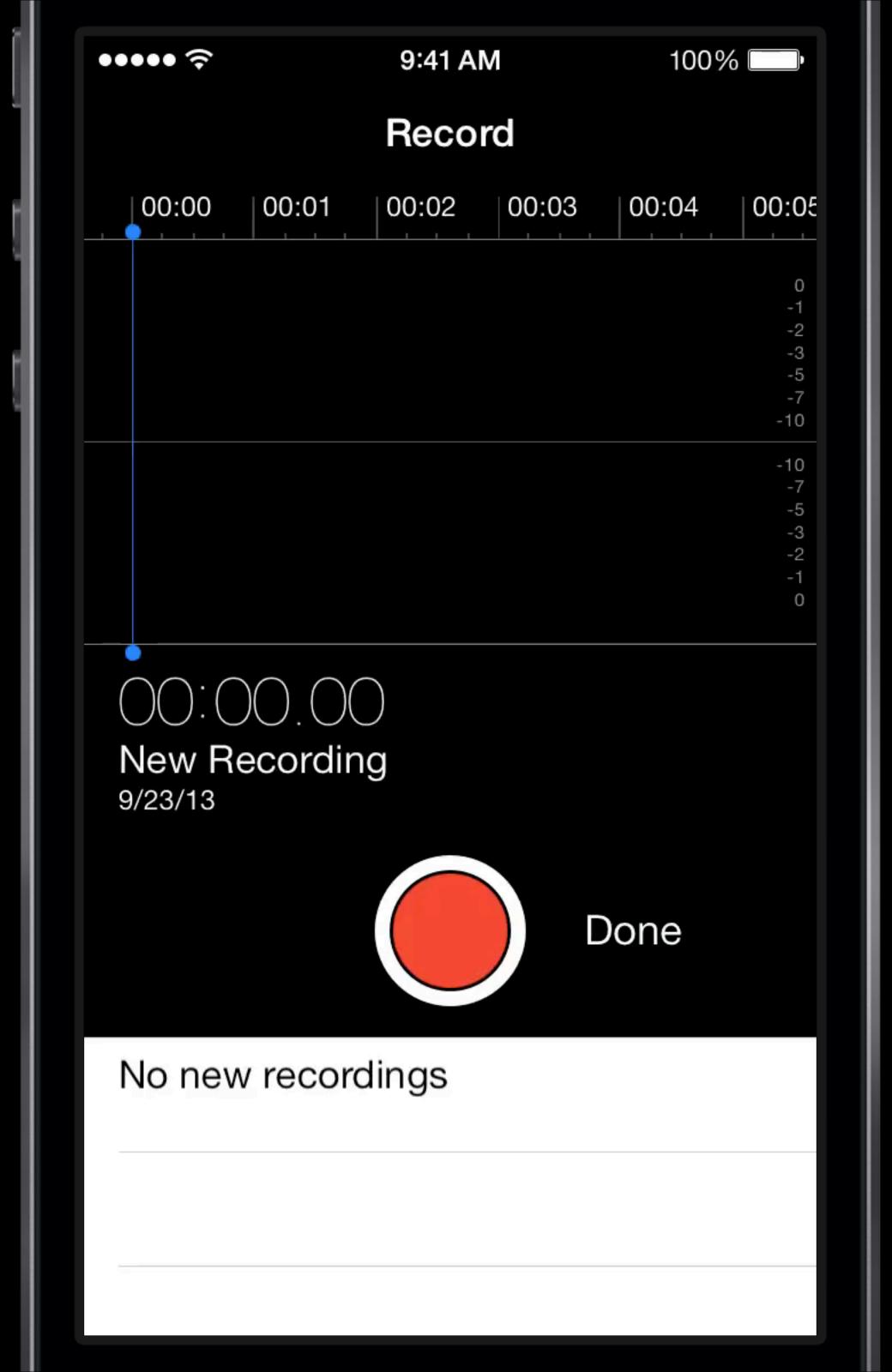


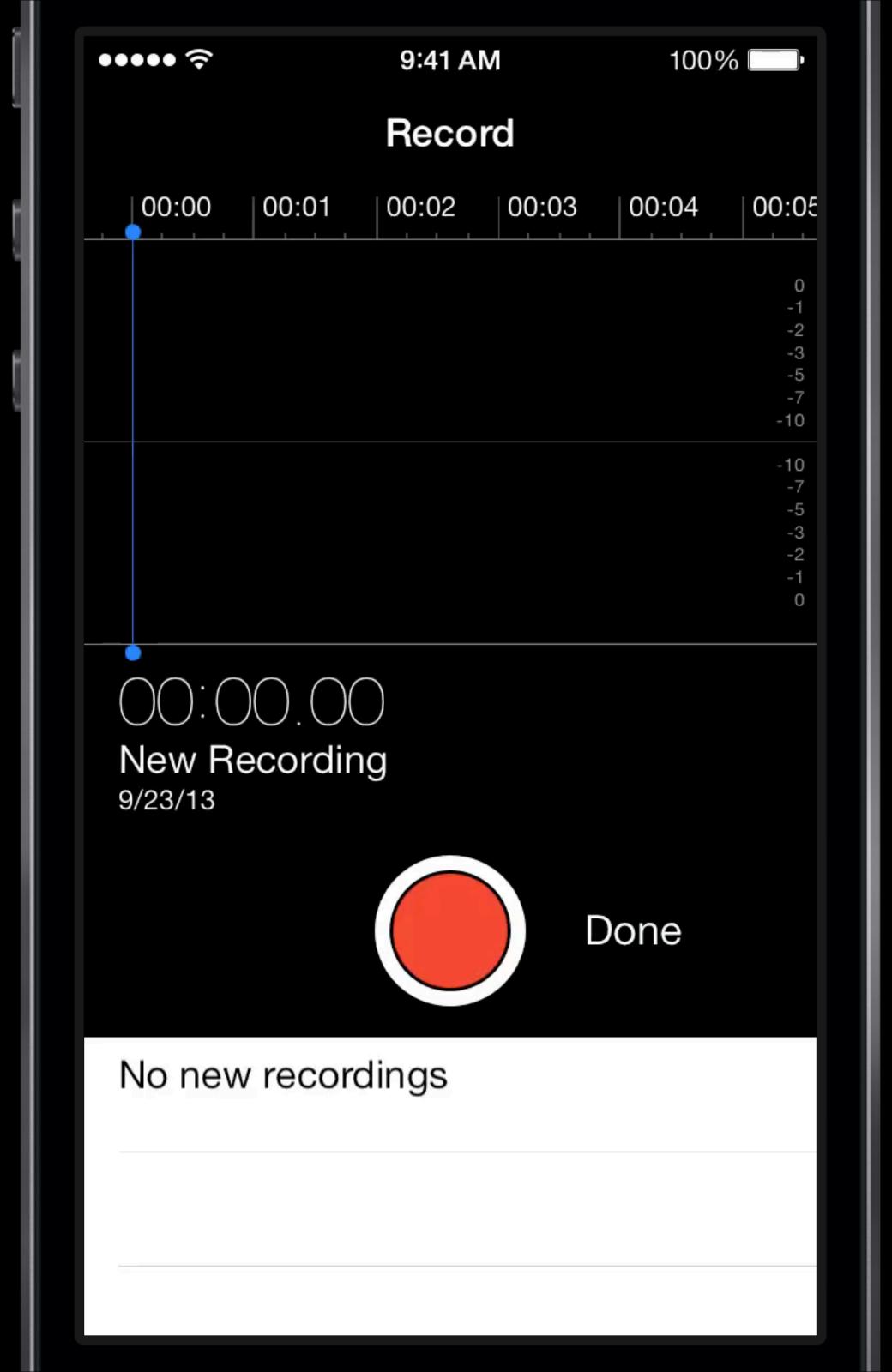




1 100% 9:41 AM ••••• ∻ +/_ %

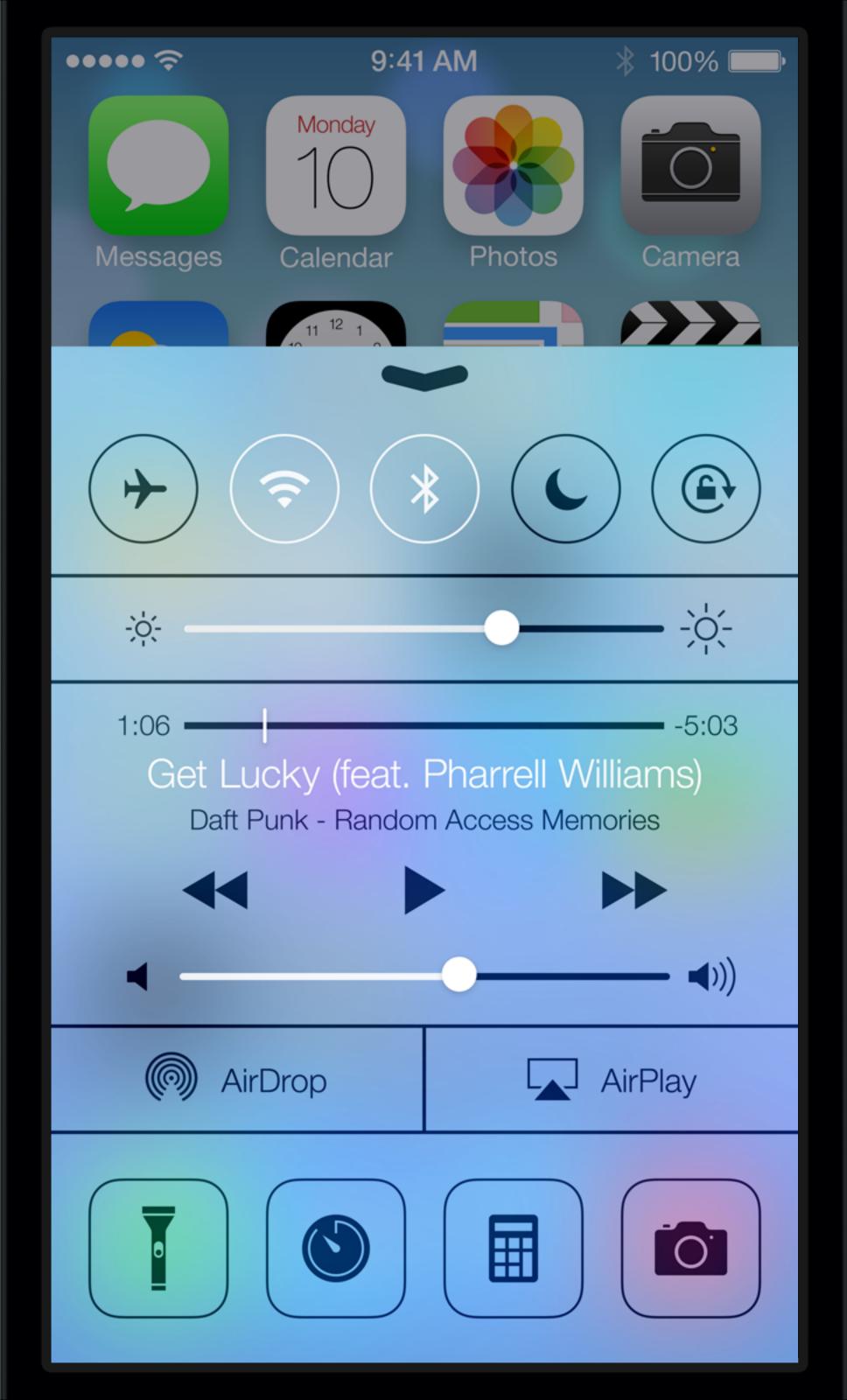
1 100% 9:41 AM ••••• ∻ +/_ %





••••• ≎ 9:41 AM ∦ 100% 🗉 Monday Camera Messages Calendar Photos -,ं0,ं-1:06 -5:03 Get Lucky (feat. Pharrell Williams) Daft Punk - Random Access Memories (AirDrop AirPlay O.

Background



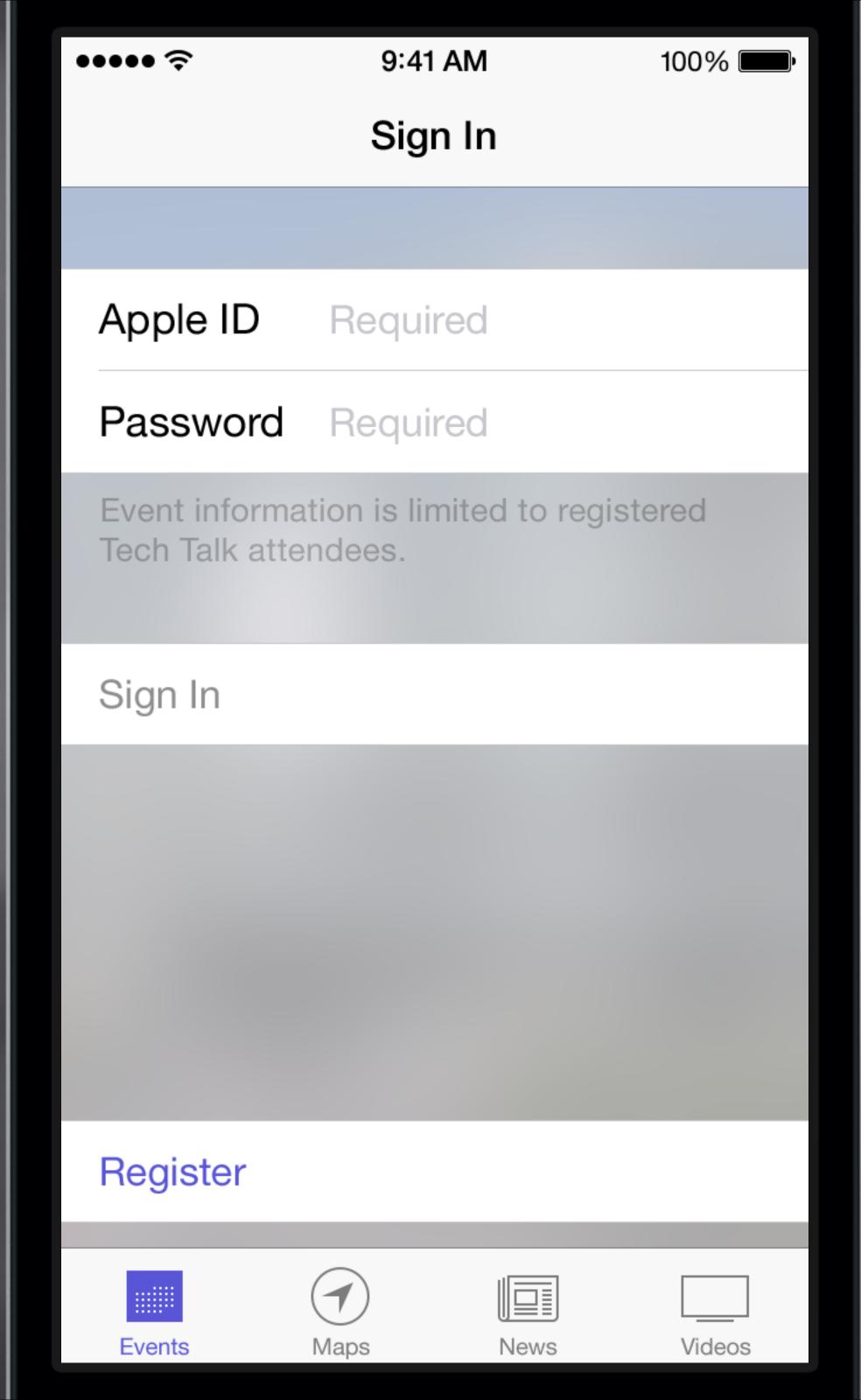
Blurred

••••• ≎ 9:41 AM ∦ 100% 🗉 Monday Camera Calendar Photos Messages -,ं0,ं-1:06 -5:03 Get Lucky (feat. Pharrell Williams) Daft Punk - Random Access Memories (AirDrop AirPlay 圃 O.

Not Blurred



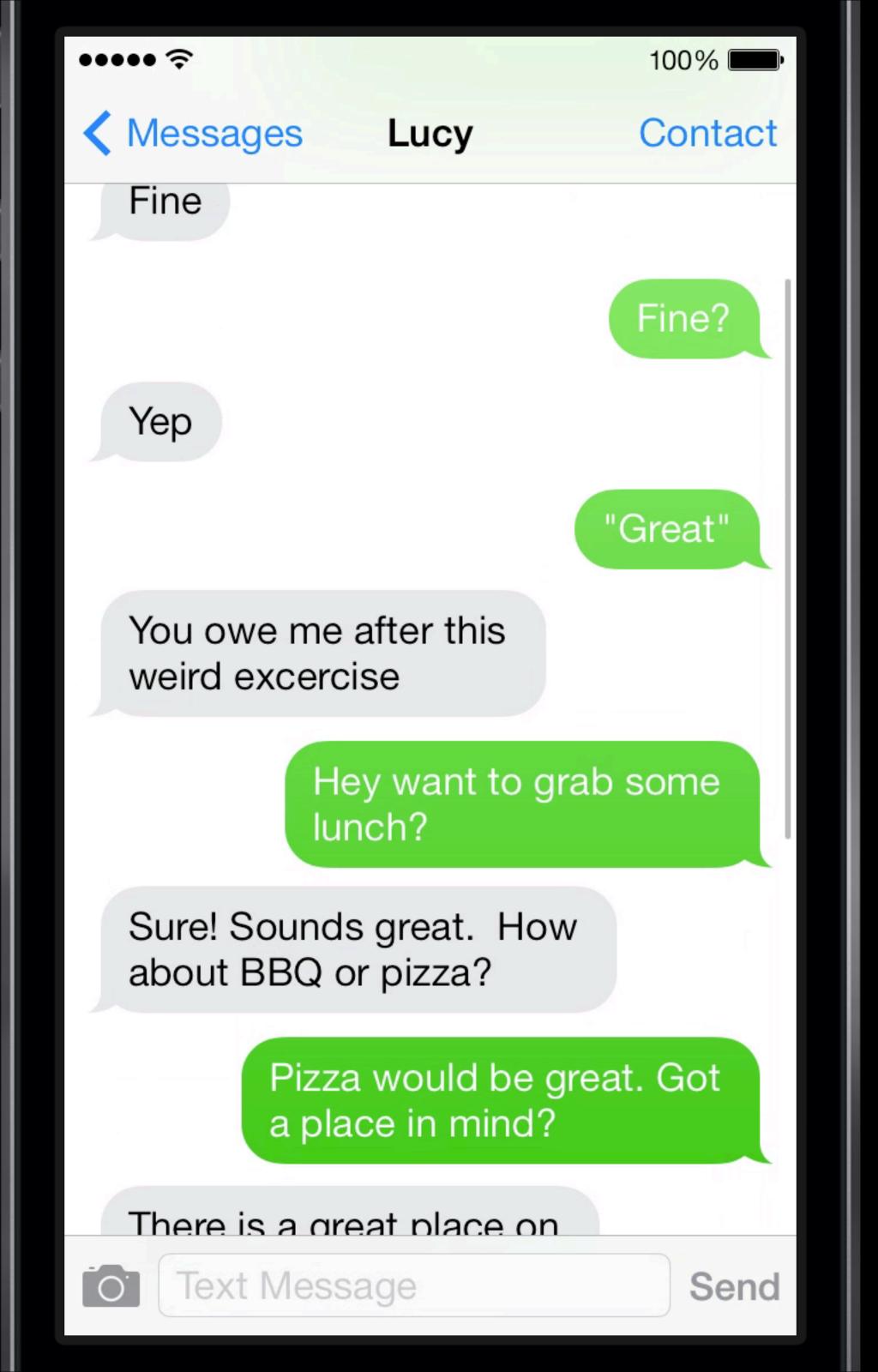


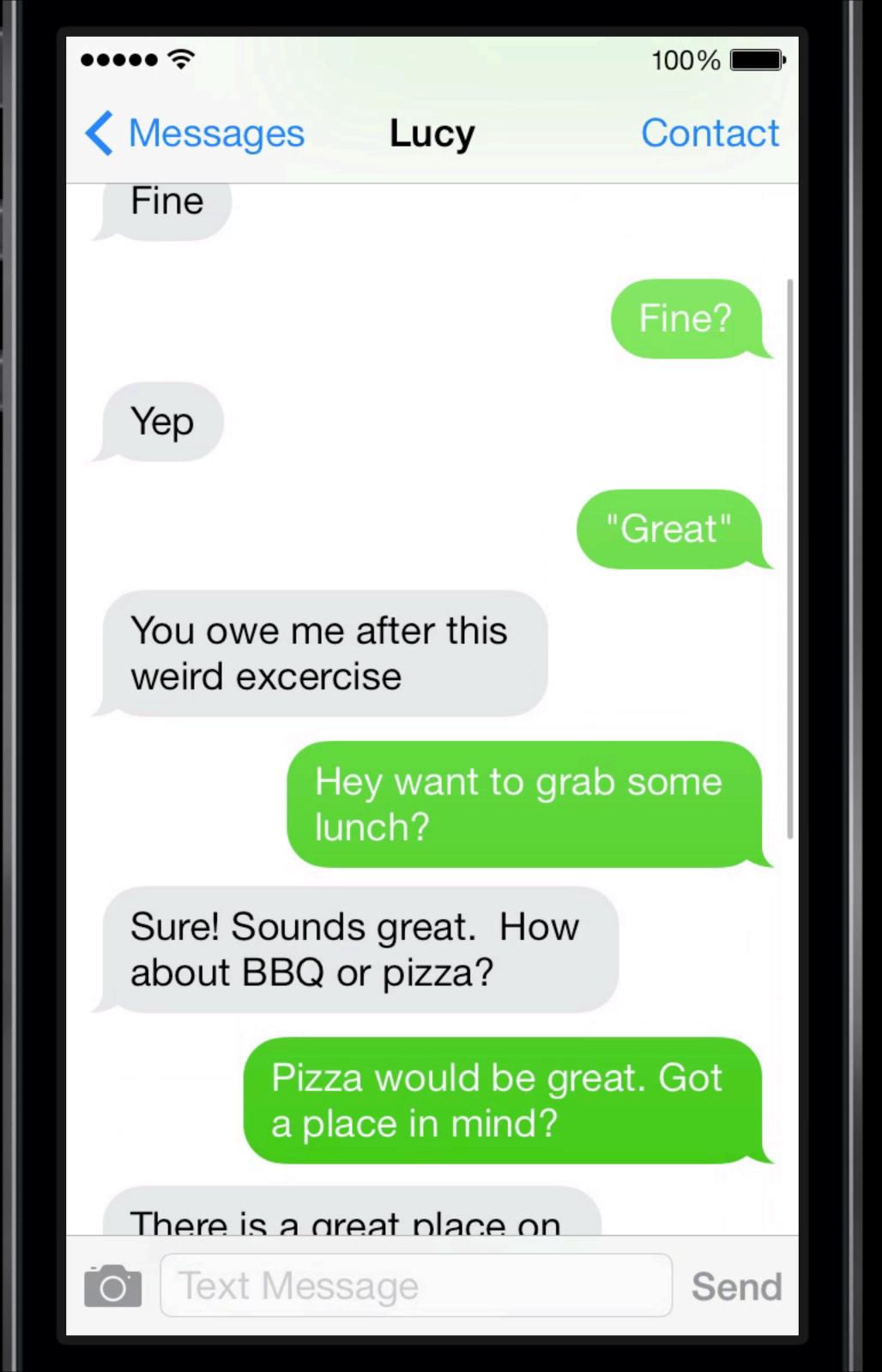


The Feel of iOS 7













Dynamics & Motion Effects

Dynamics & Motion Effects

Dynamics



0:41

Monday, September 30

> slide to unlock

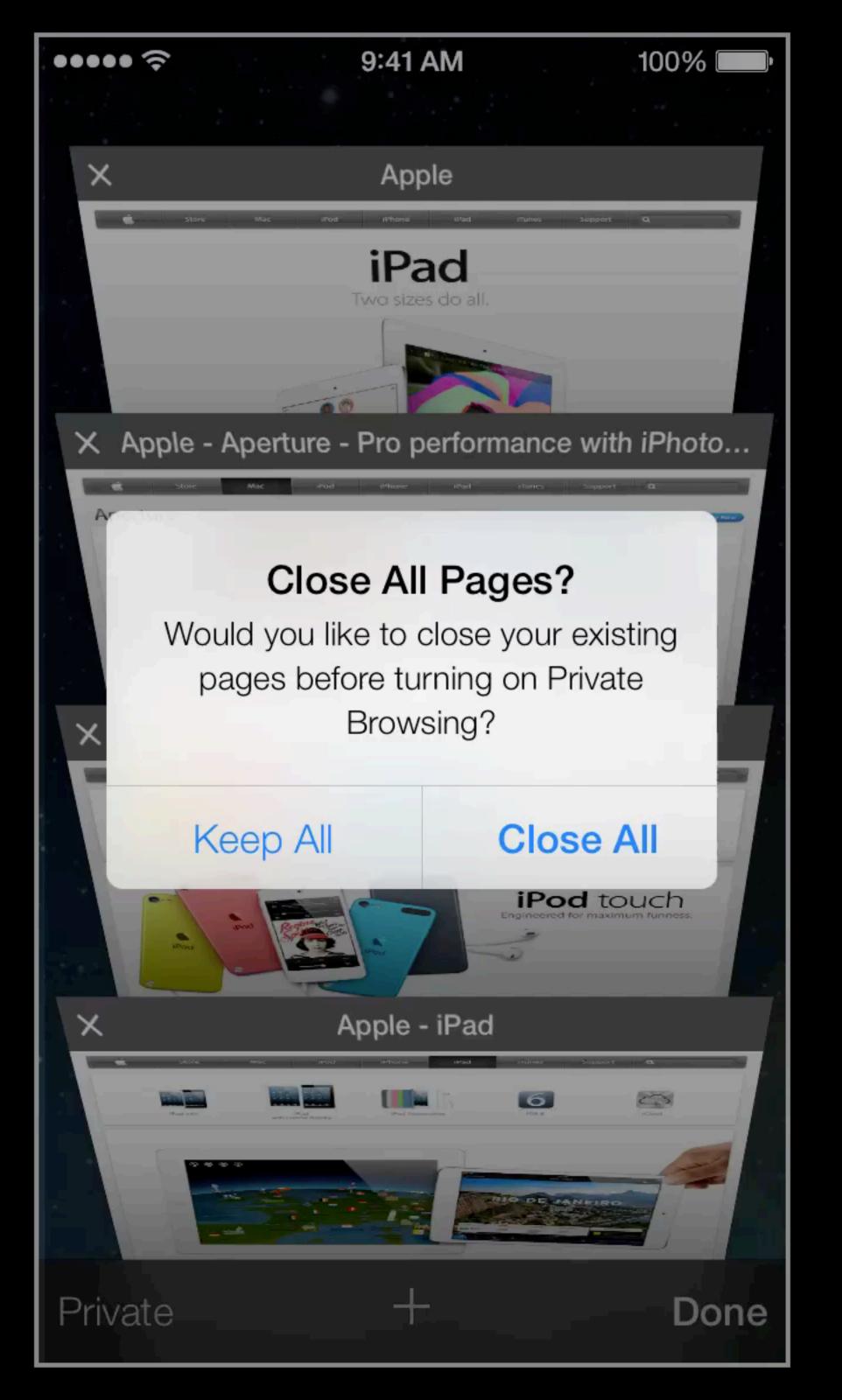


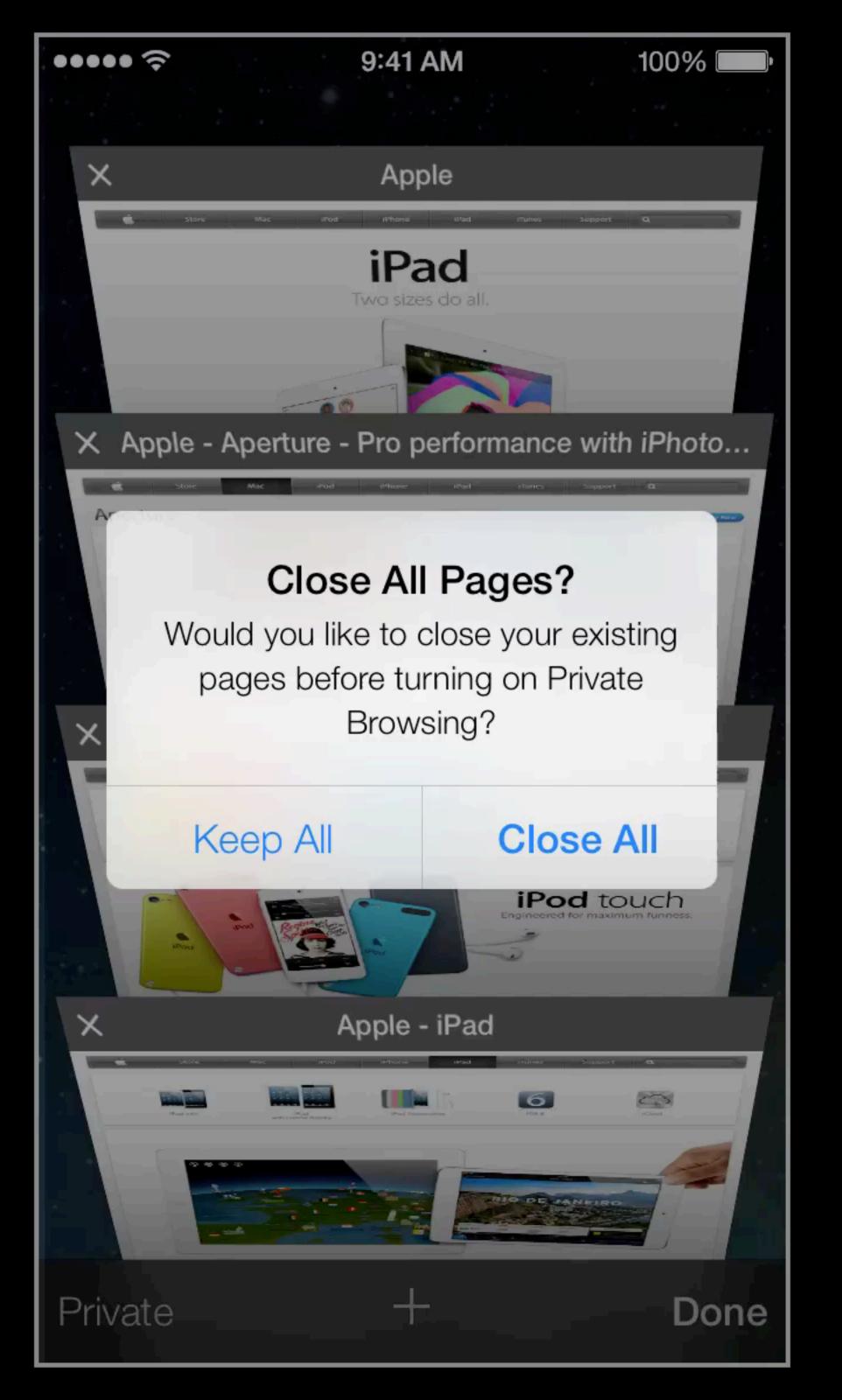
0:41

Monday, September 30

> slide to unlock

Motion Effects





Realism

Realism

Kinetic Realism



Getting Animation Right

Show Restraint

Keep People Oriented

Establishing Spatial Relationships

Providing Feedback

Focusing Attention

Expressing Material Properties

Timing is Everything

Easing is Important

Show Restraint

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Easing is Important



Enter Passcode











Emergency

Cancel



Enter Passcode











Tap

Emergency

Delete



Enter Passcode











Emergency

Cancel



Enter Passcode











Tap

Emergency

Delete

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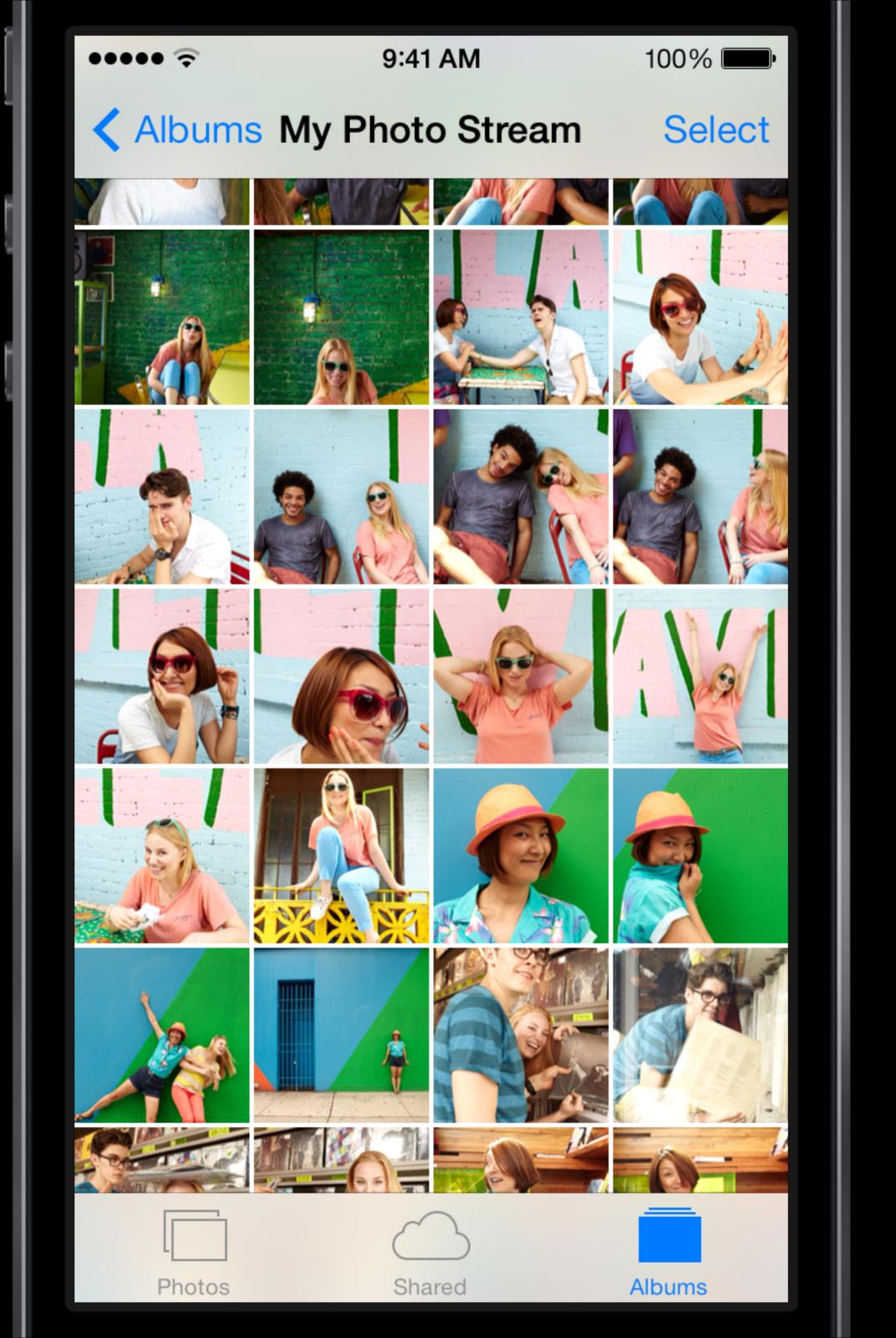
Providing Feedback

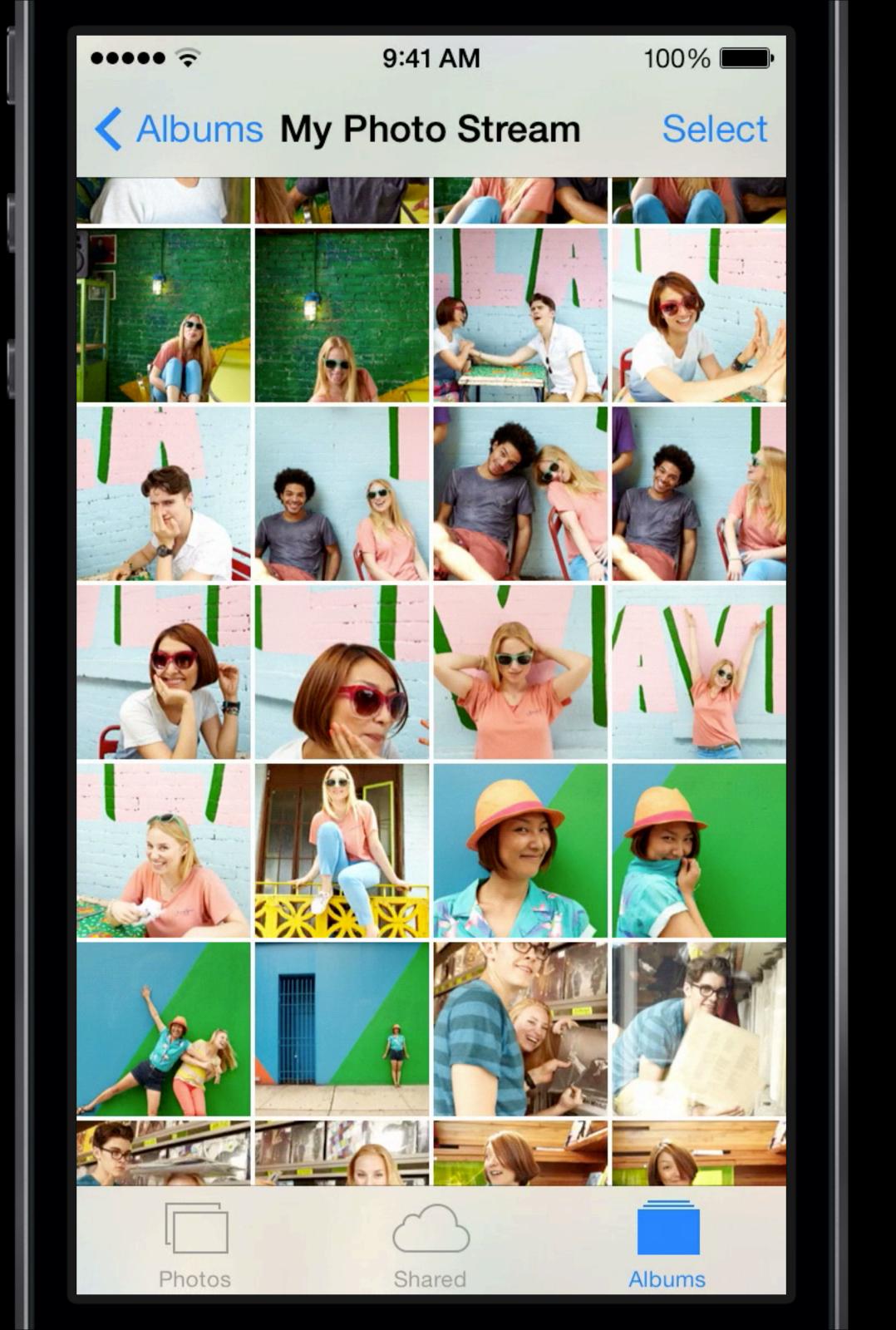
Focusing Attention

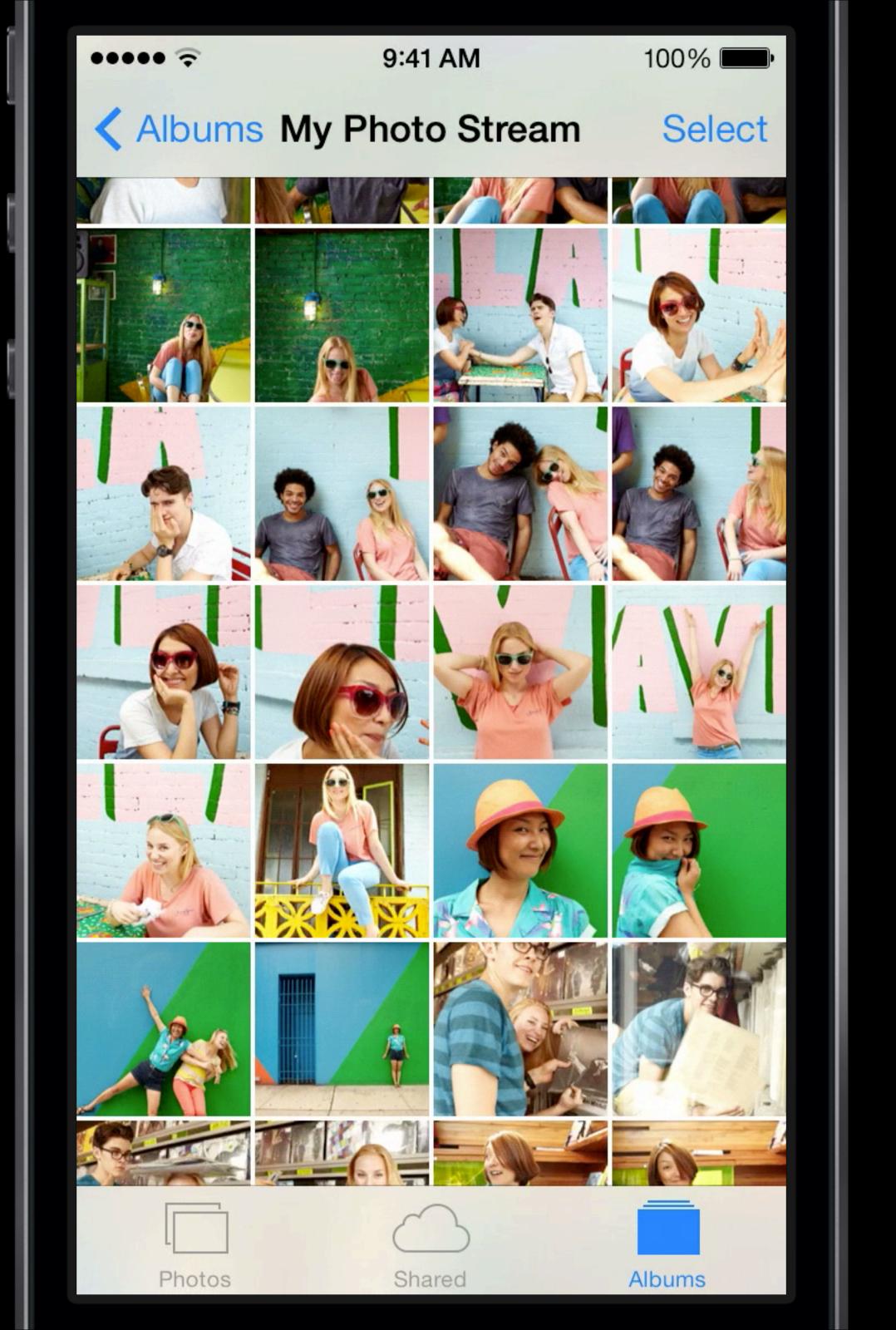
Expressing Material Properties

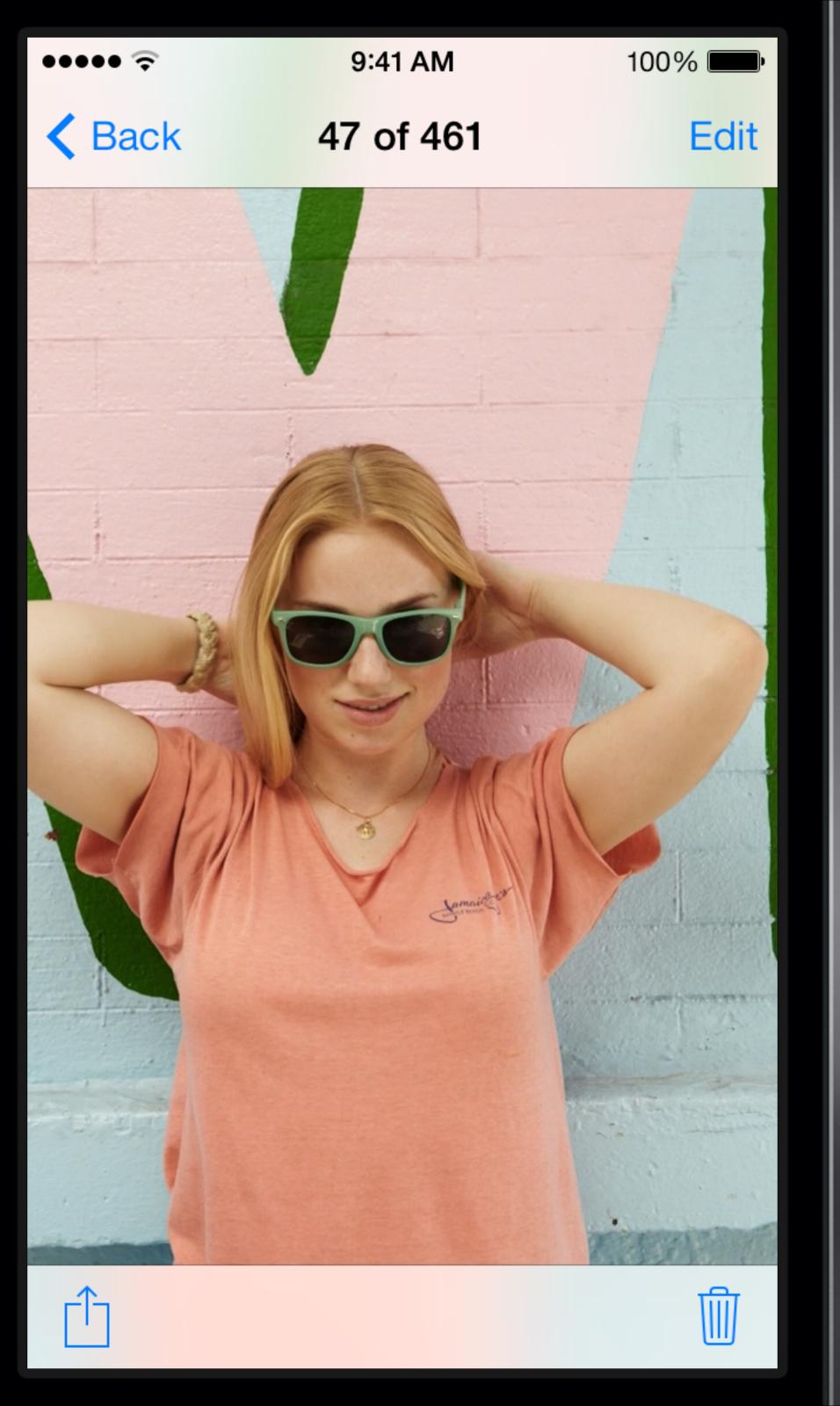
Timing is Everything

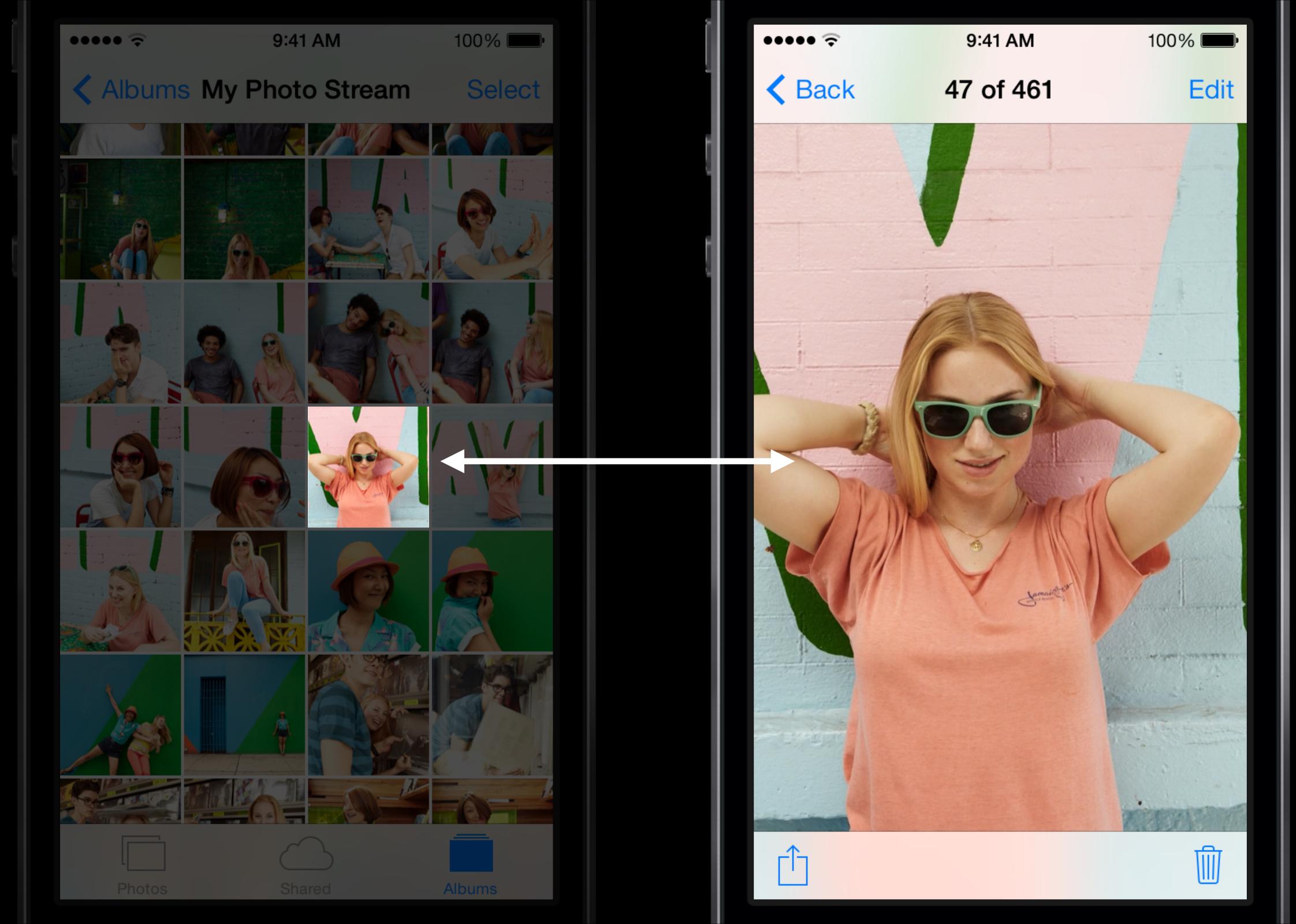
Easing is Important

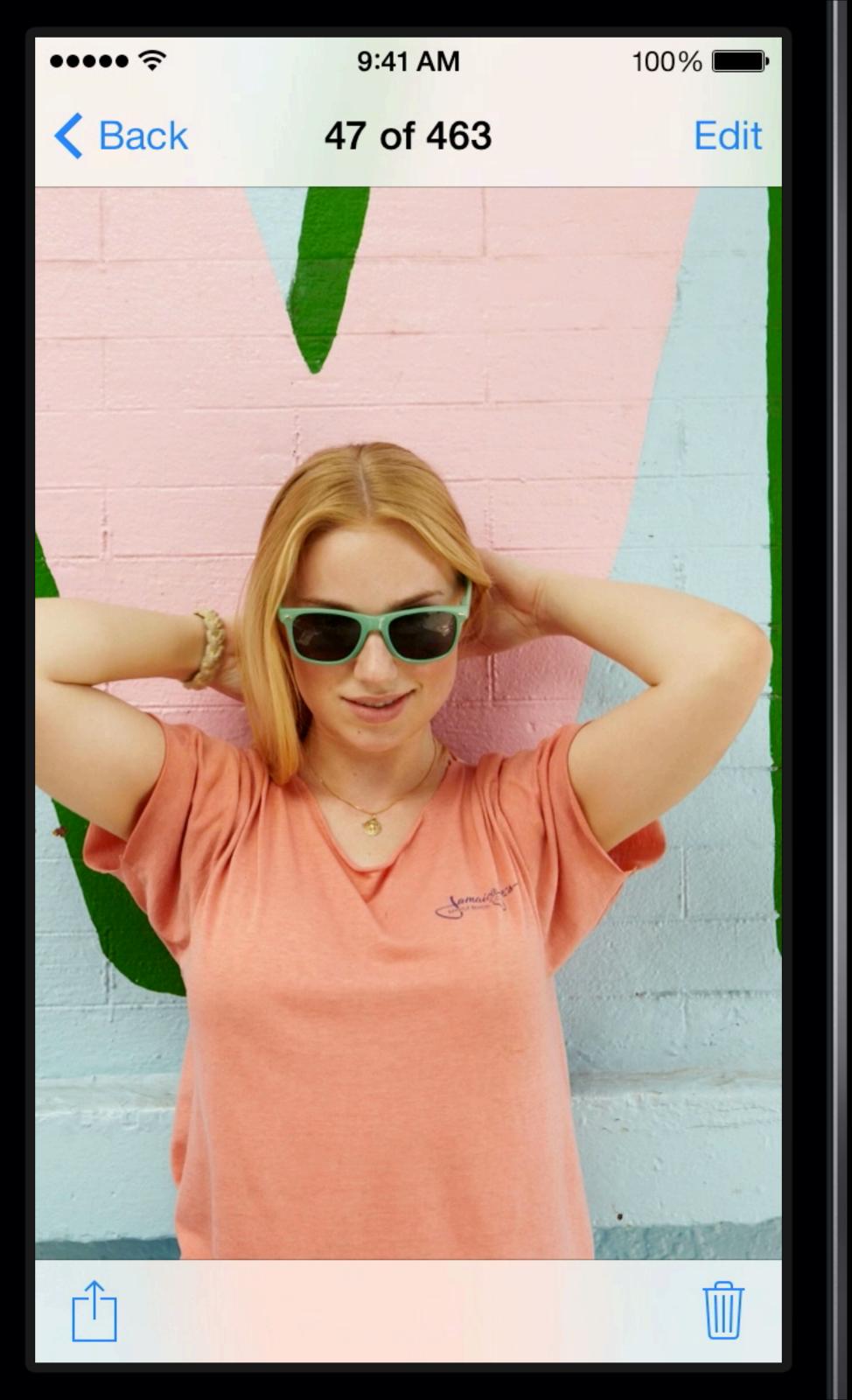


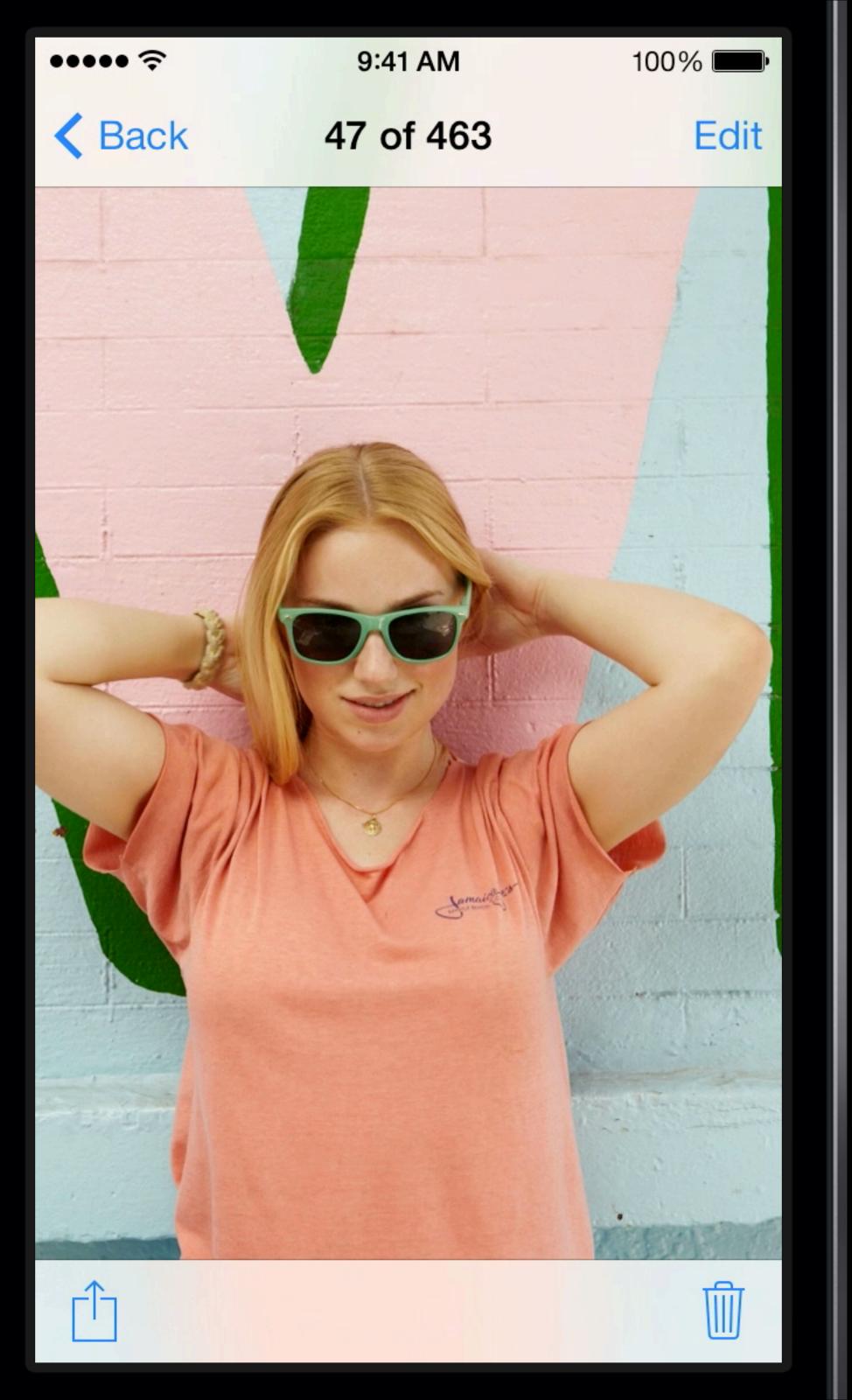


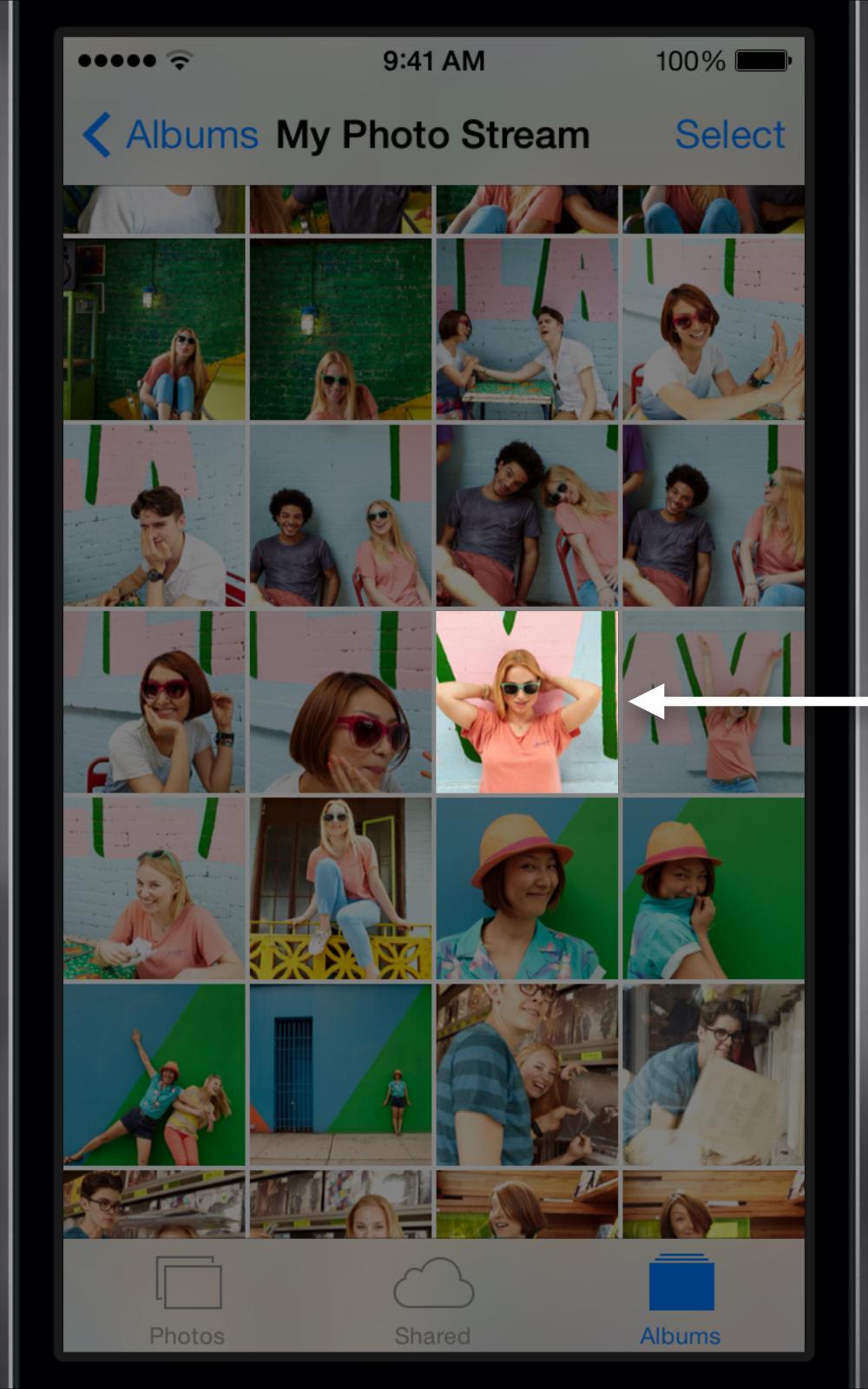




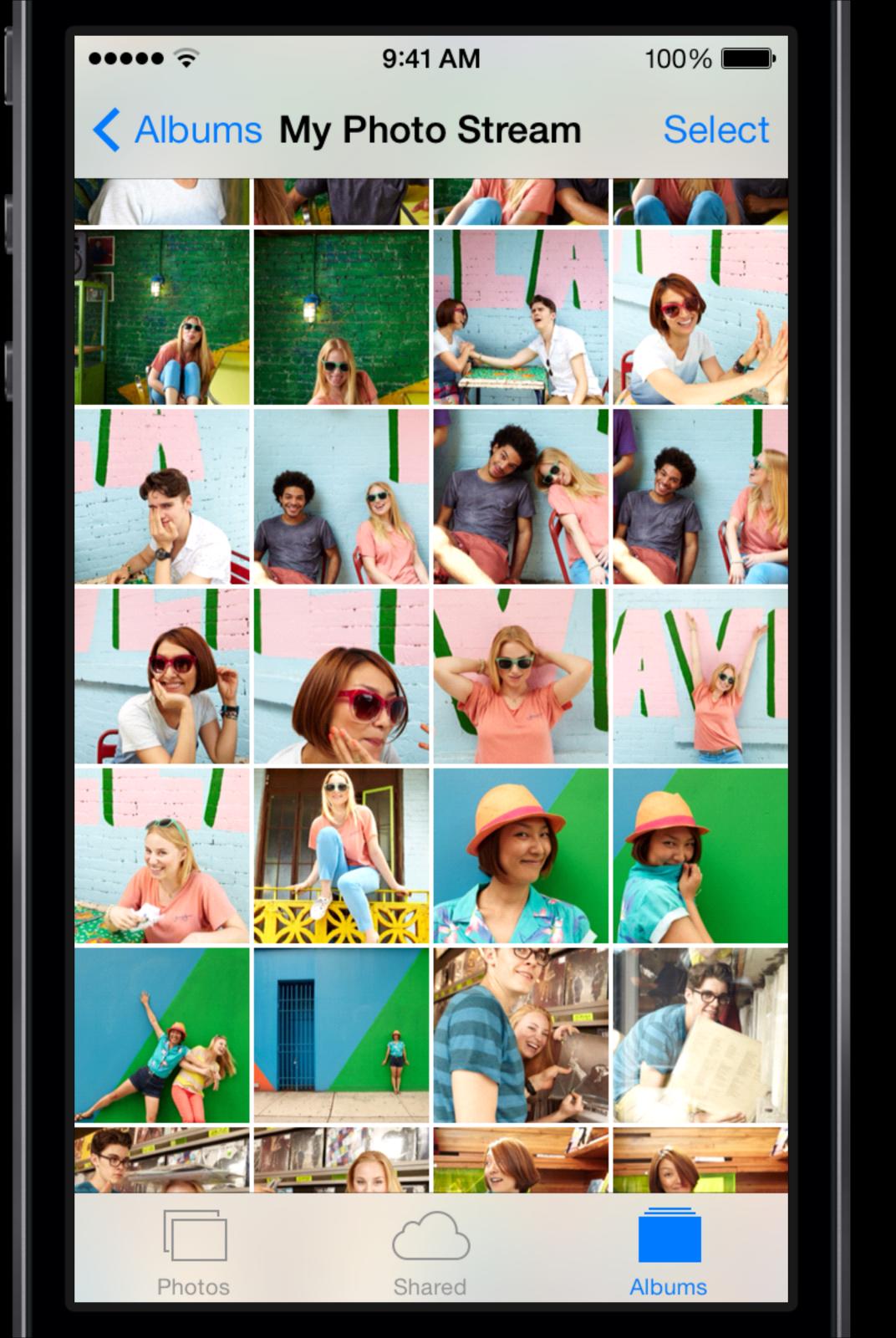


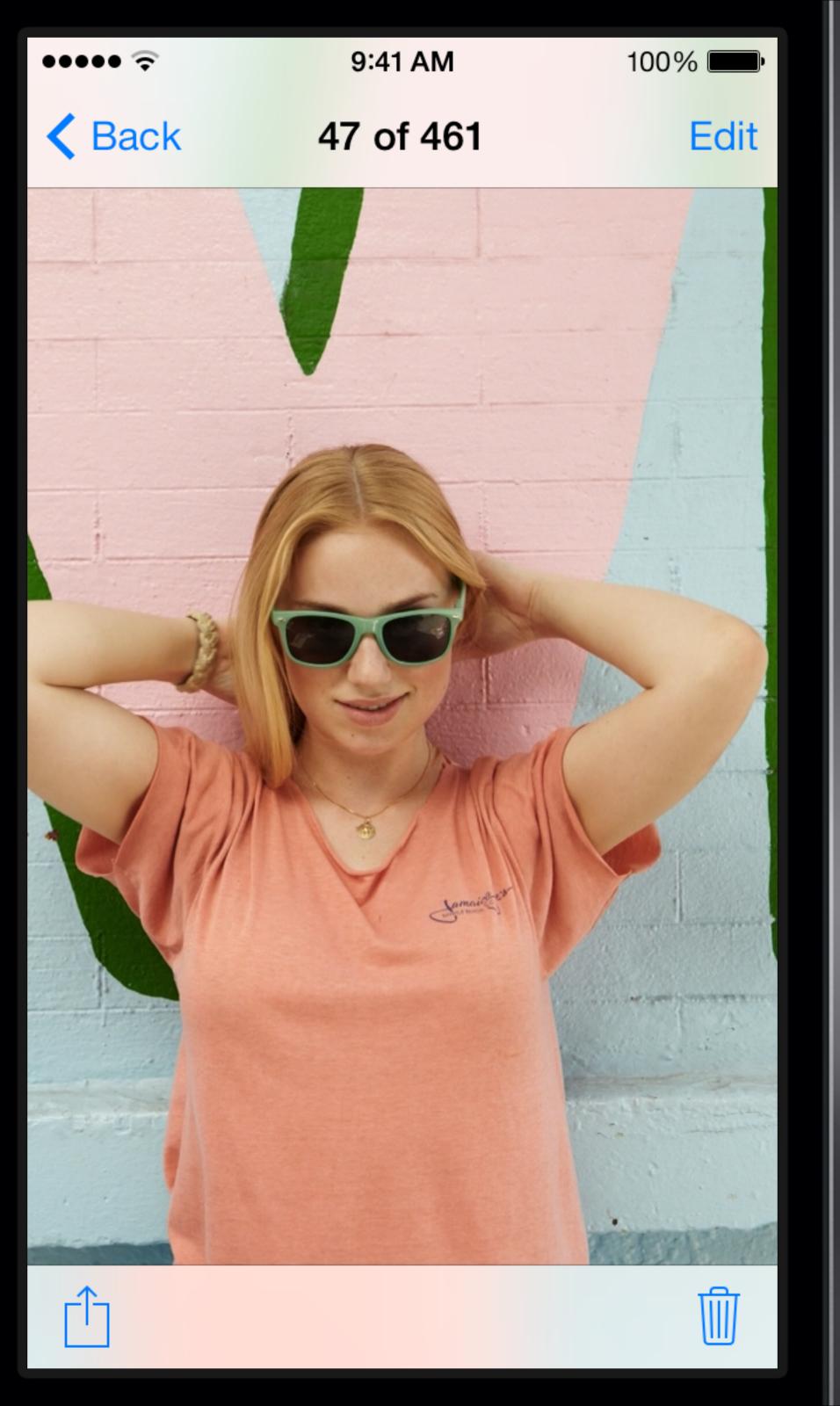


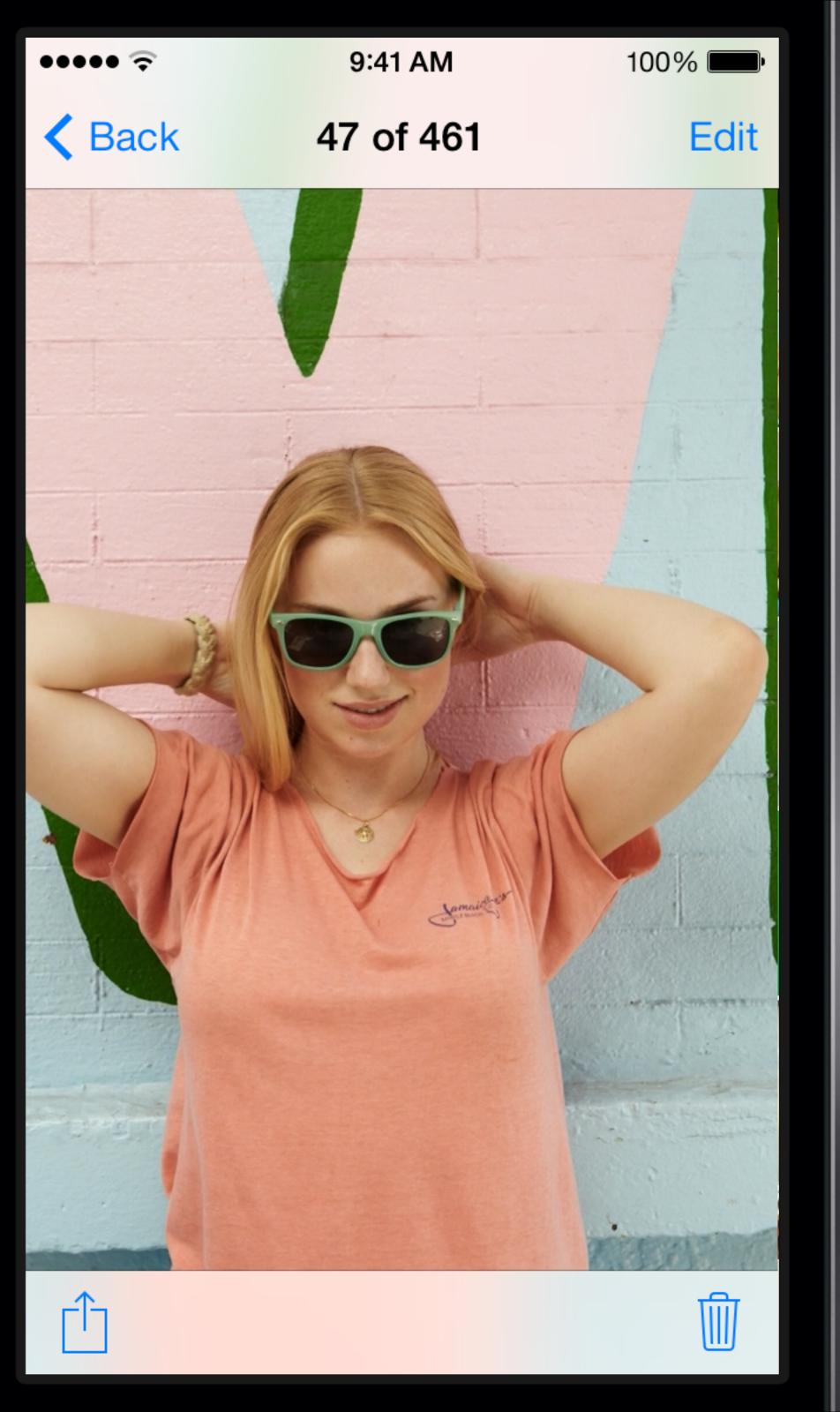


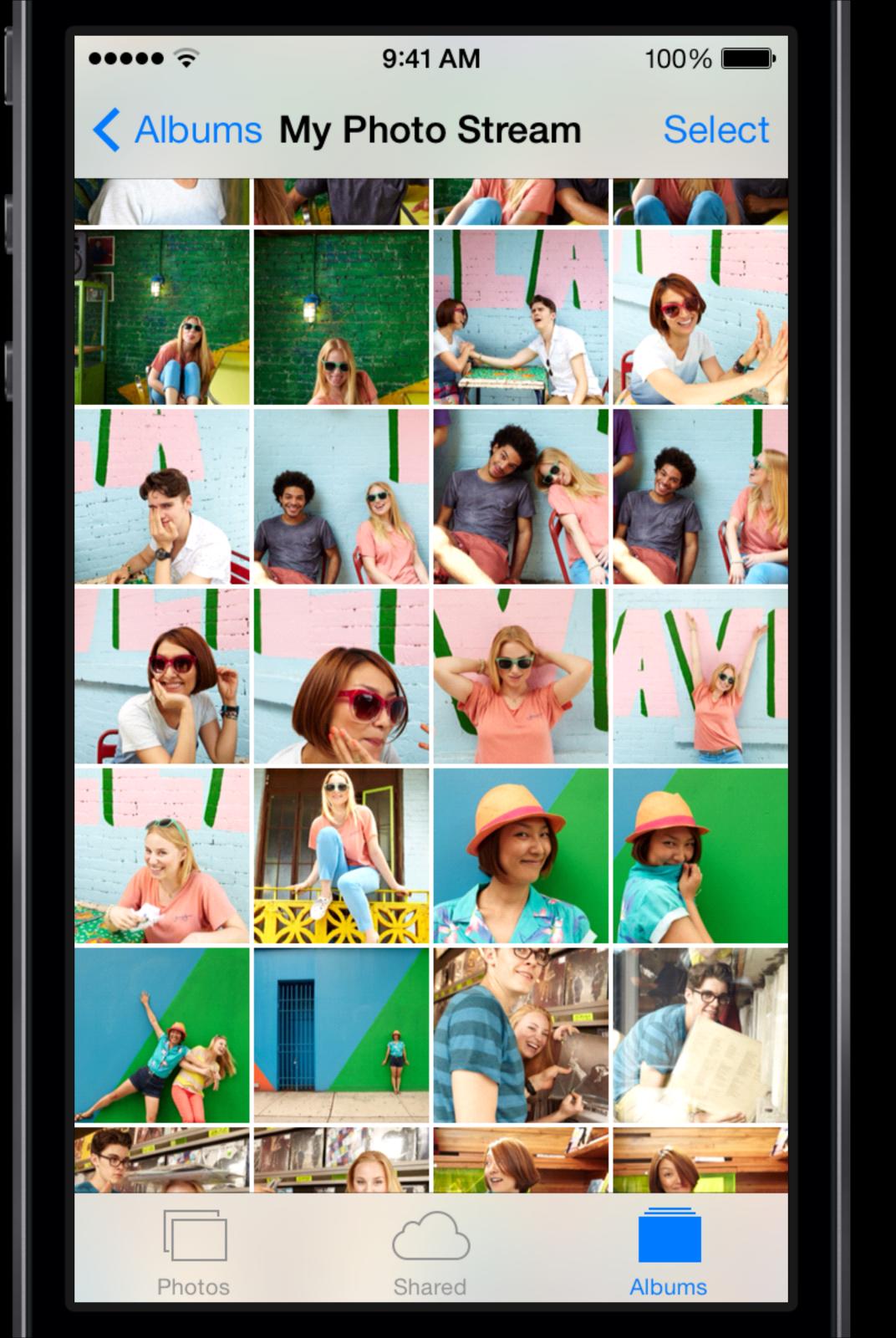


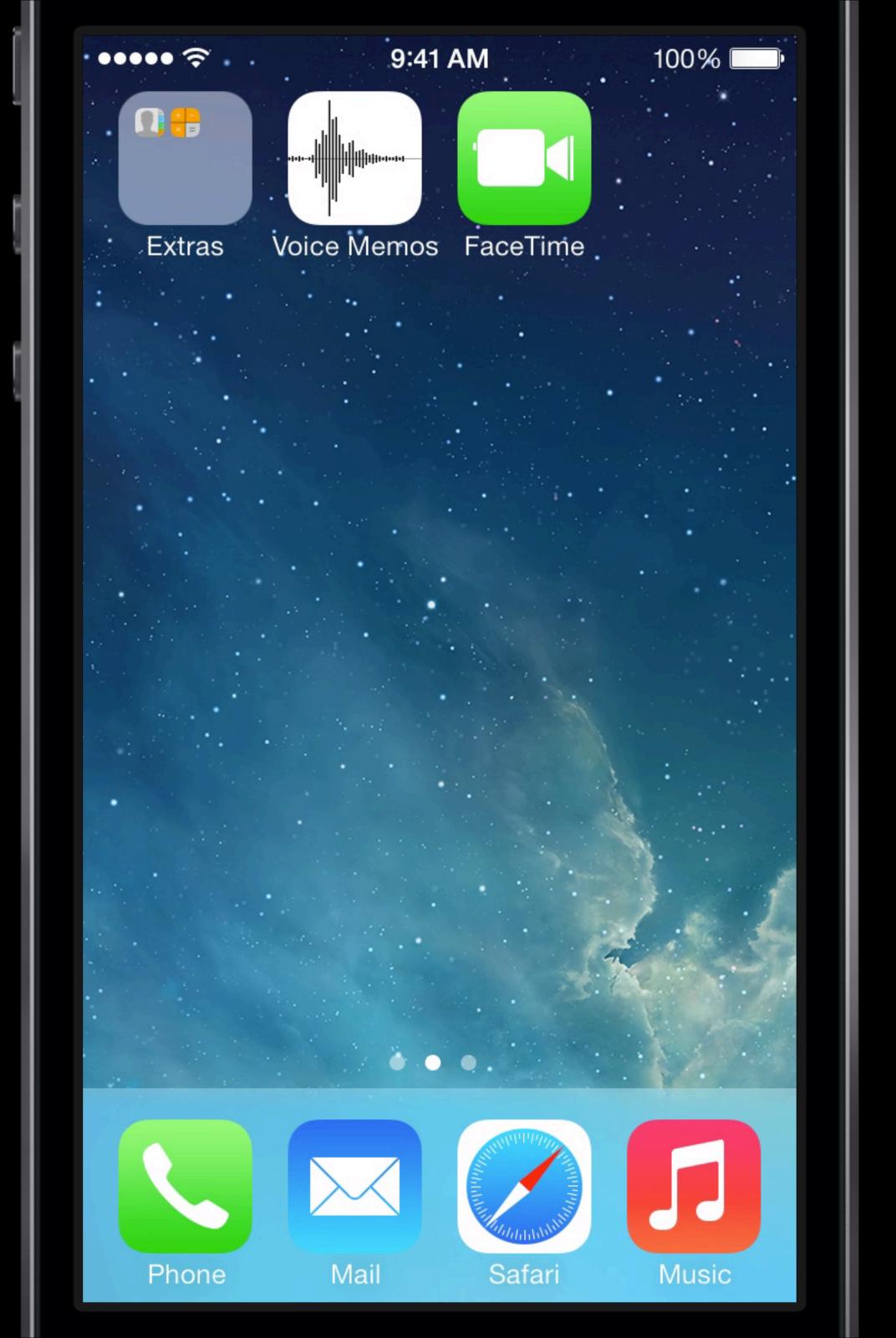
You were here

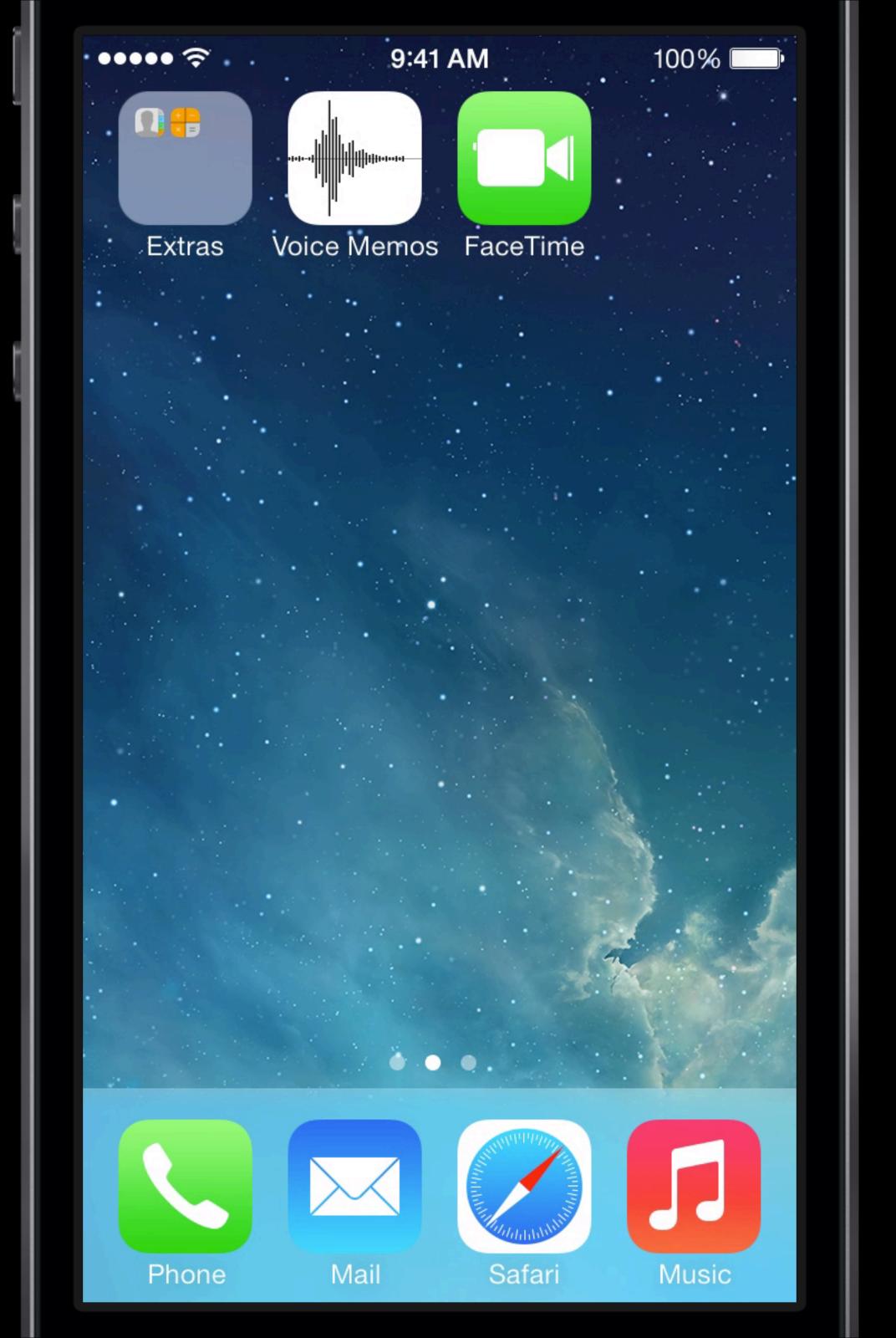


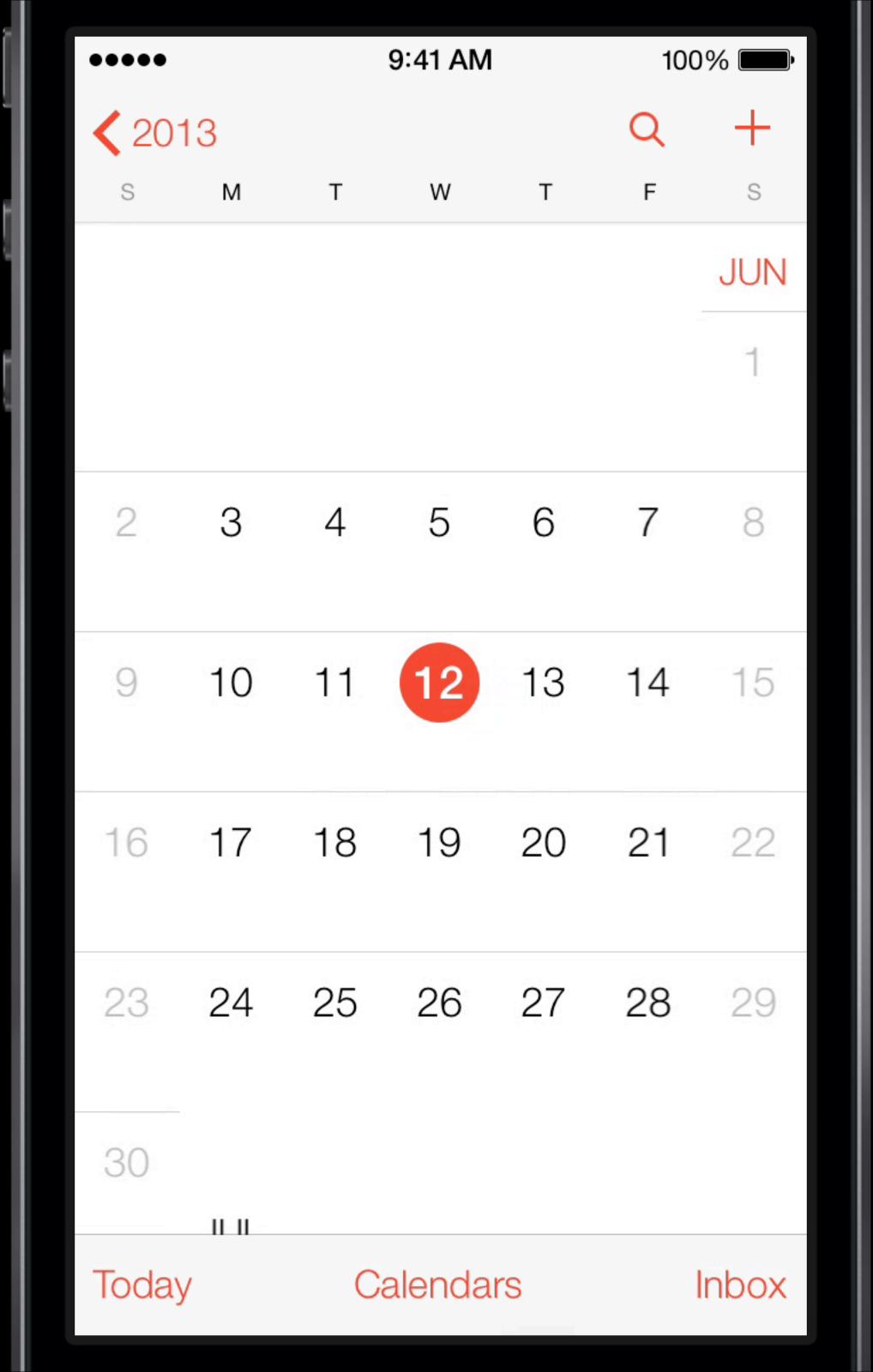


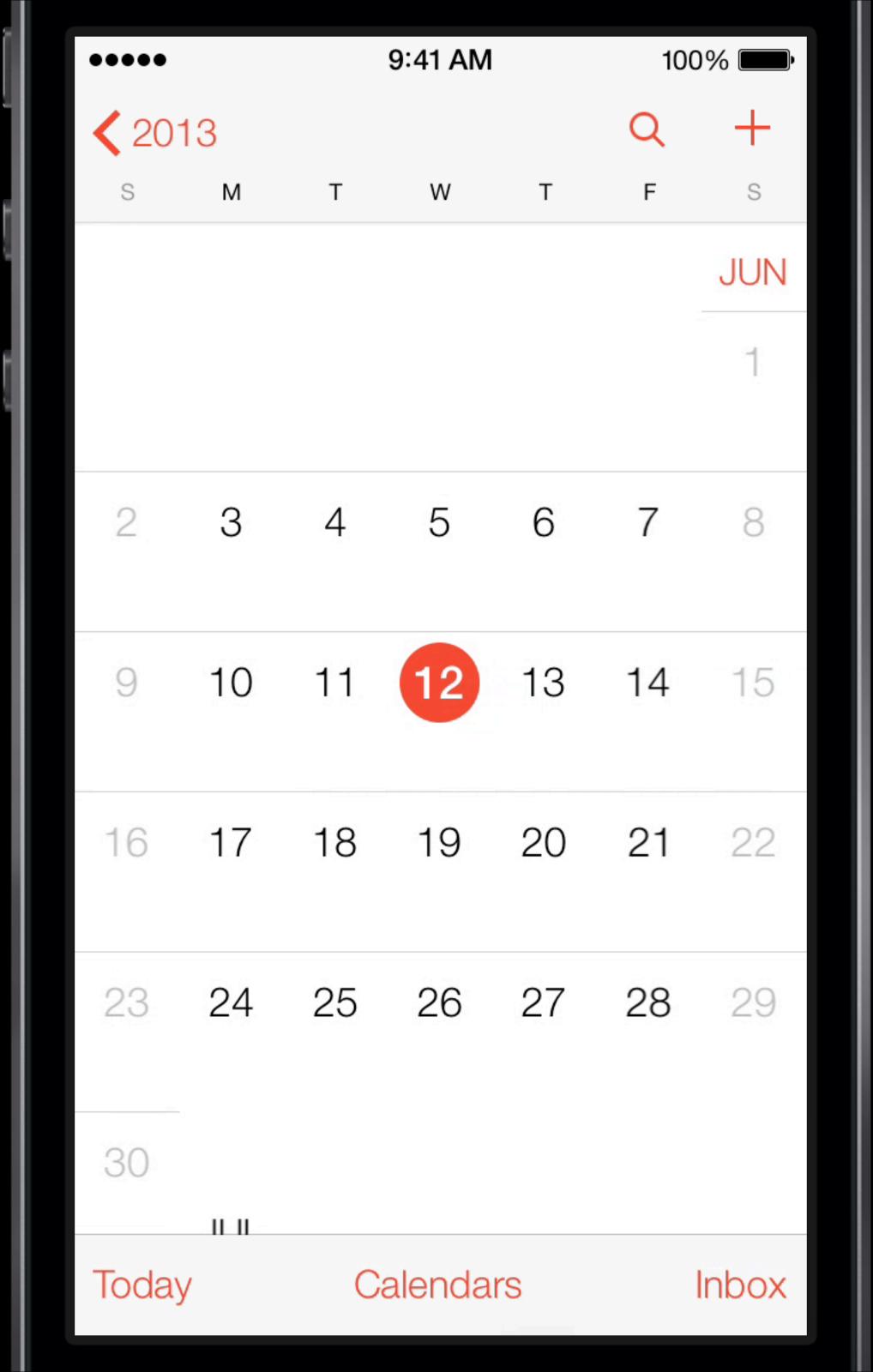
















Show Restraint

Keep People Oriented

Establishing Spatial Relationships

Providing Feedback

Focusing Attention

Expressing Material Properties

Timing is Everything

Easing is Important

Show Restraint

Keep People Oriented

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Easing is Important

























Further



Photos

FEB 24 25 26 27 MAY AUG NOV

closer

Further



Photos

FEB 24 25 26 27 MAY AUG NOV

closer













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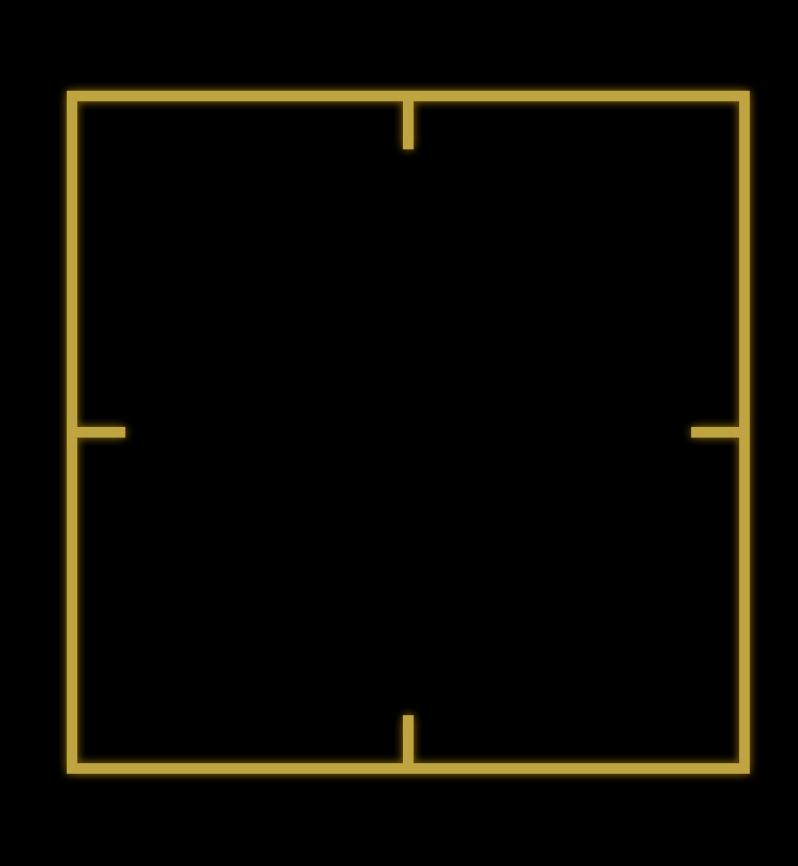
Timing is Everything

Easing is Important

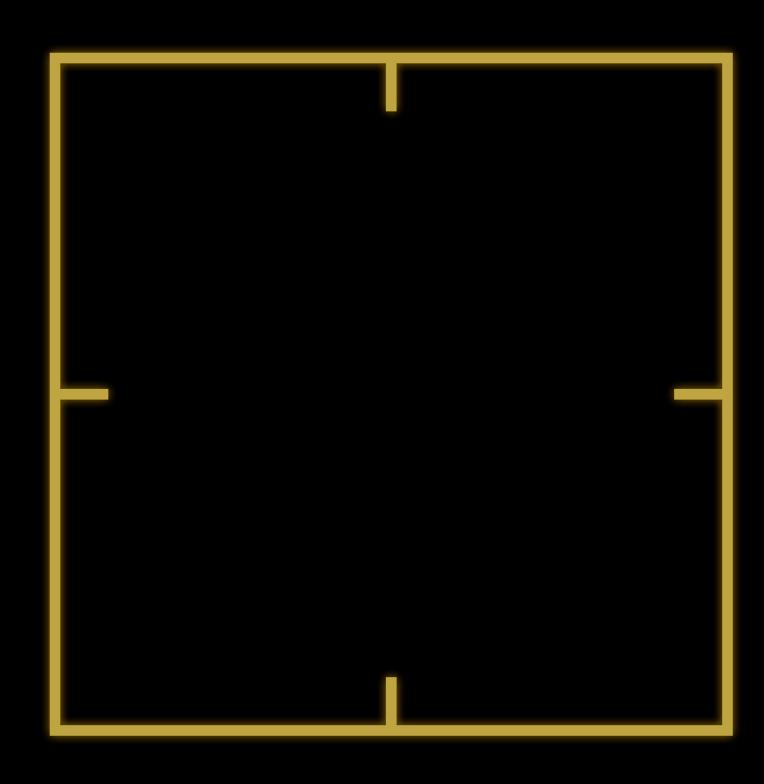


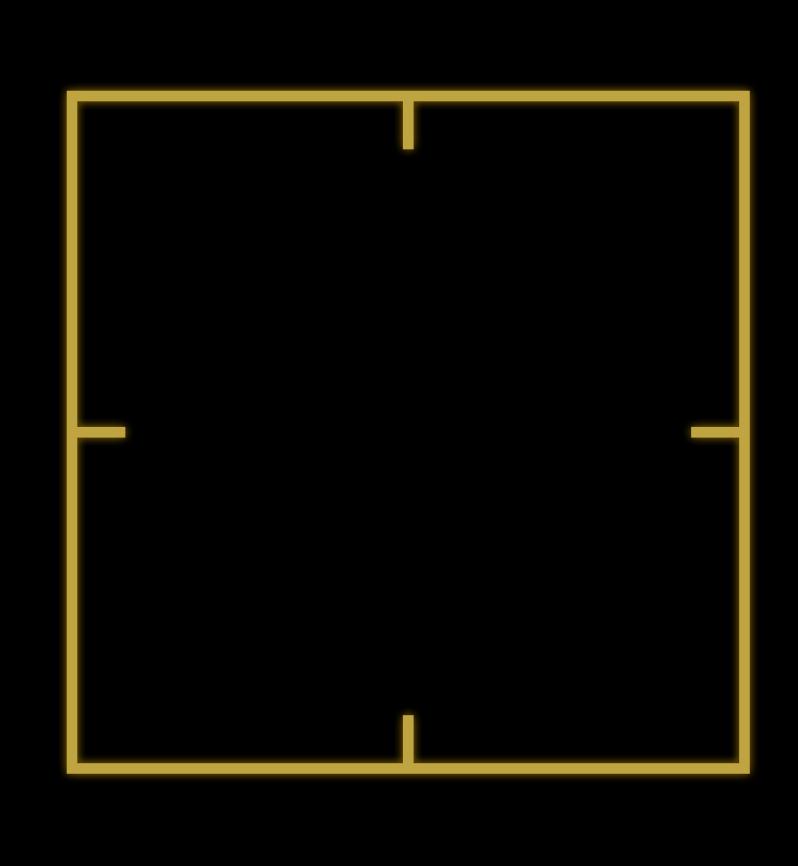


Focusing...



Focus and Exposure Lock





Shoot!

Ready...

Set...

Ready...

Set...

Go!





1 100% _____

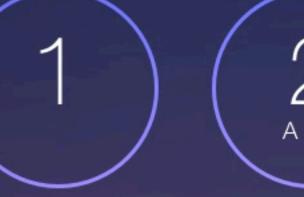
Enter Passcode

























1 100% _____

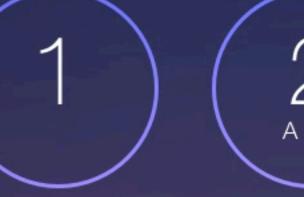
Enter Passcode





















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0:41

Monday, September 23

> slide to unlock



0:41

Monday, September 23

> slide to unlock









Animation 1

Animation 2

Animation 3

Animation 1

Animation 2

Animation 3

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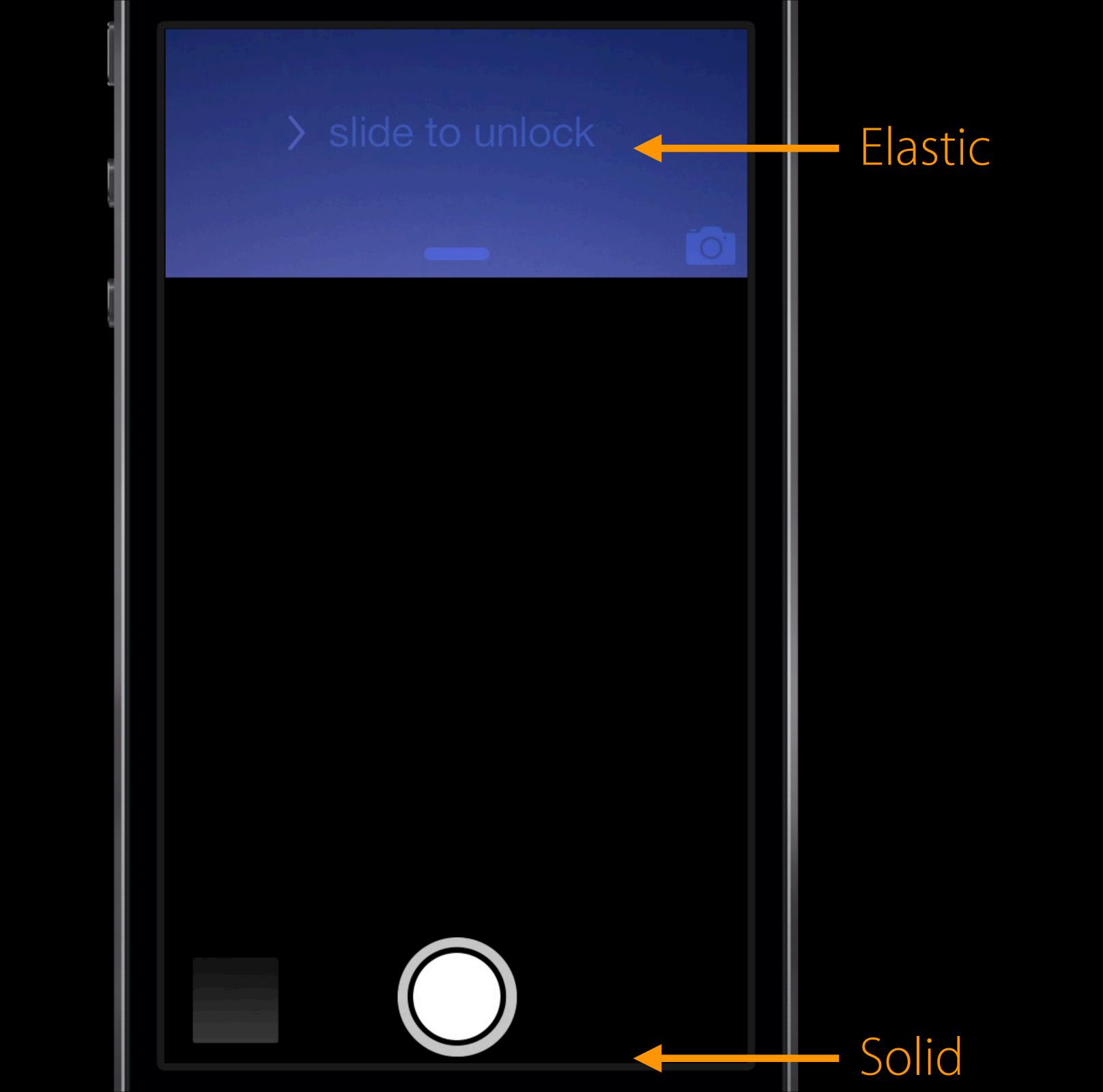


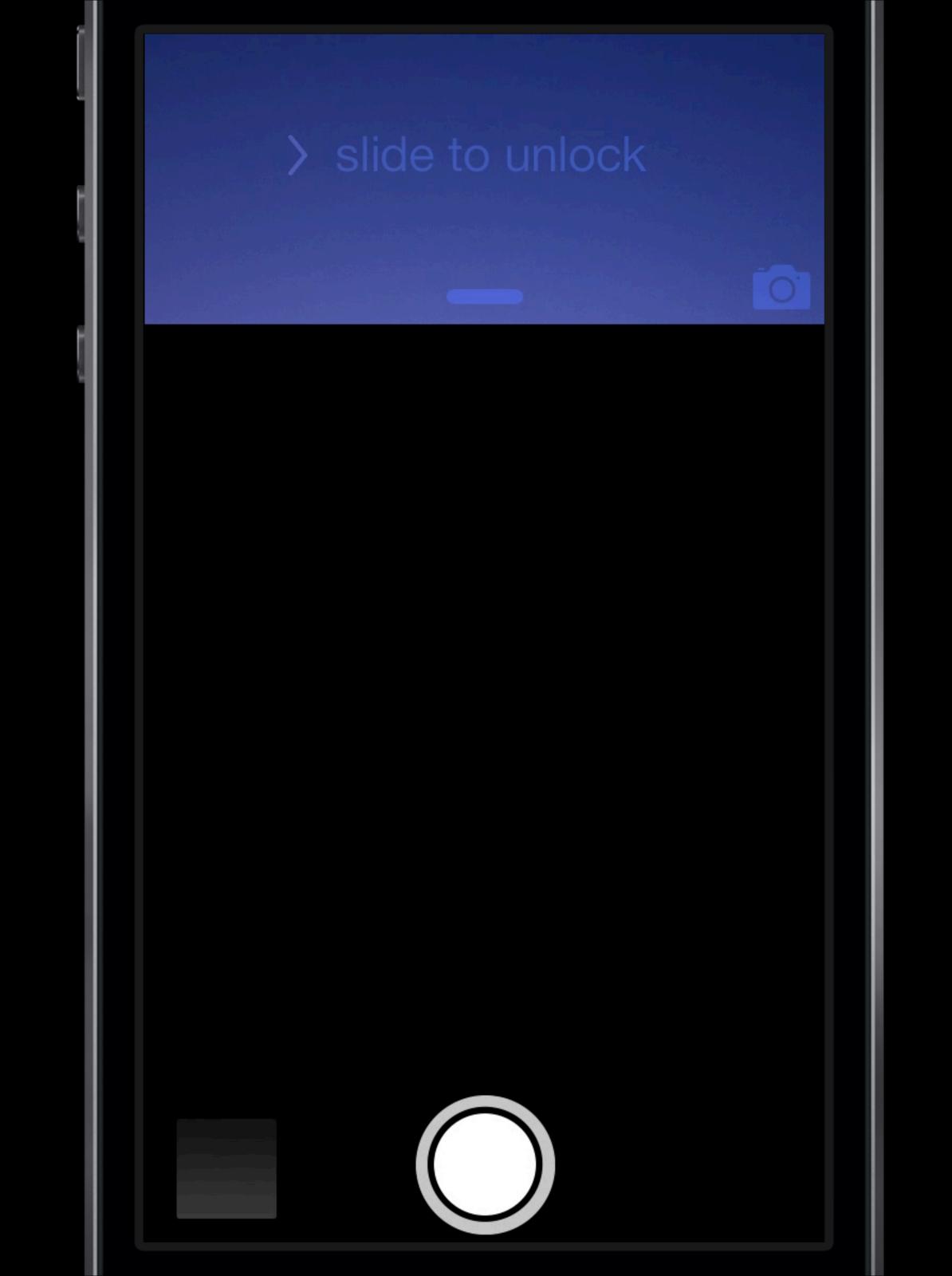
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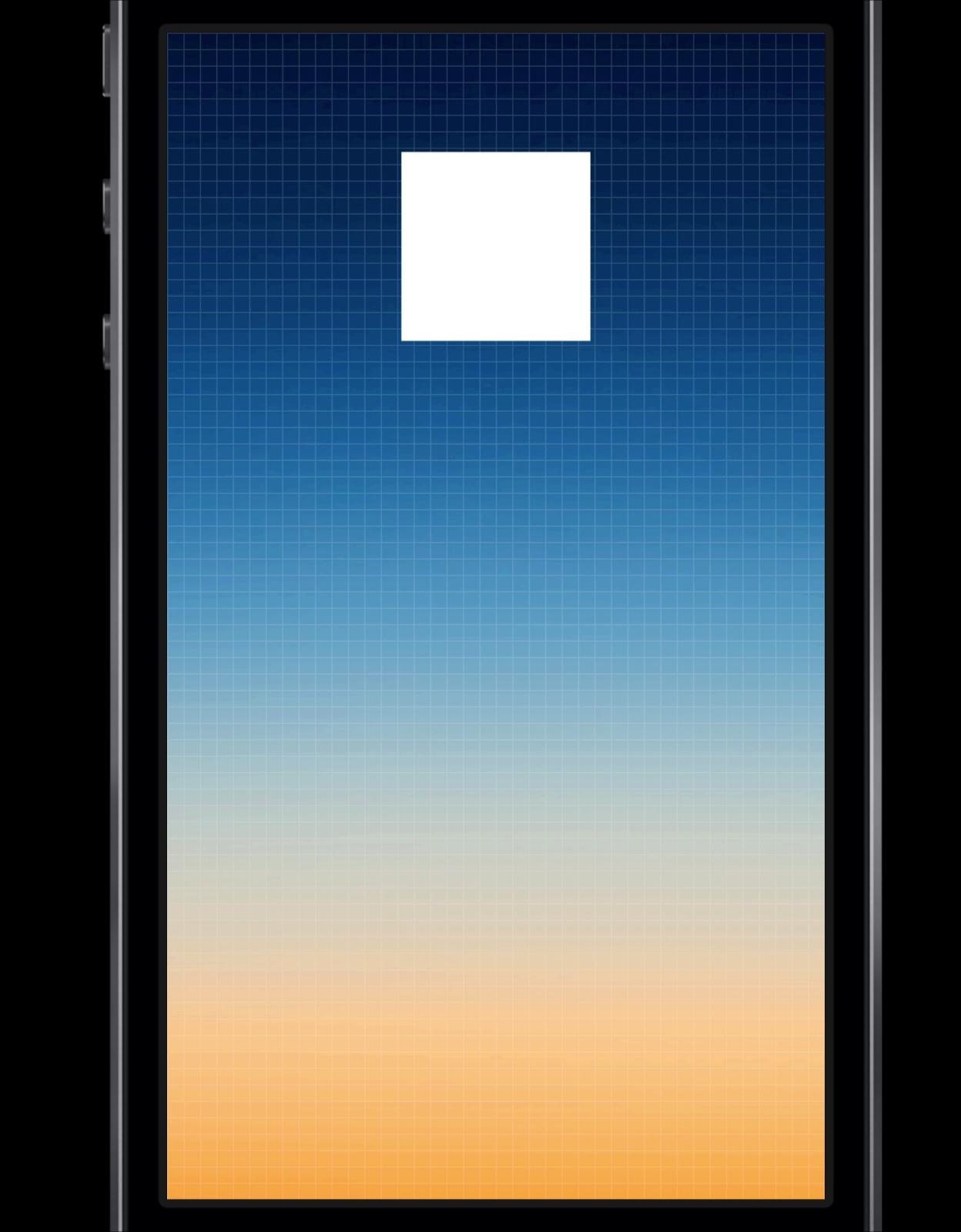
Monday, September 30

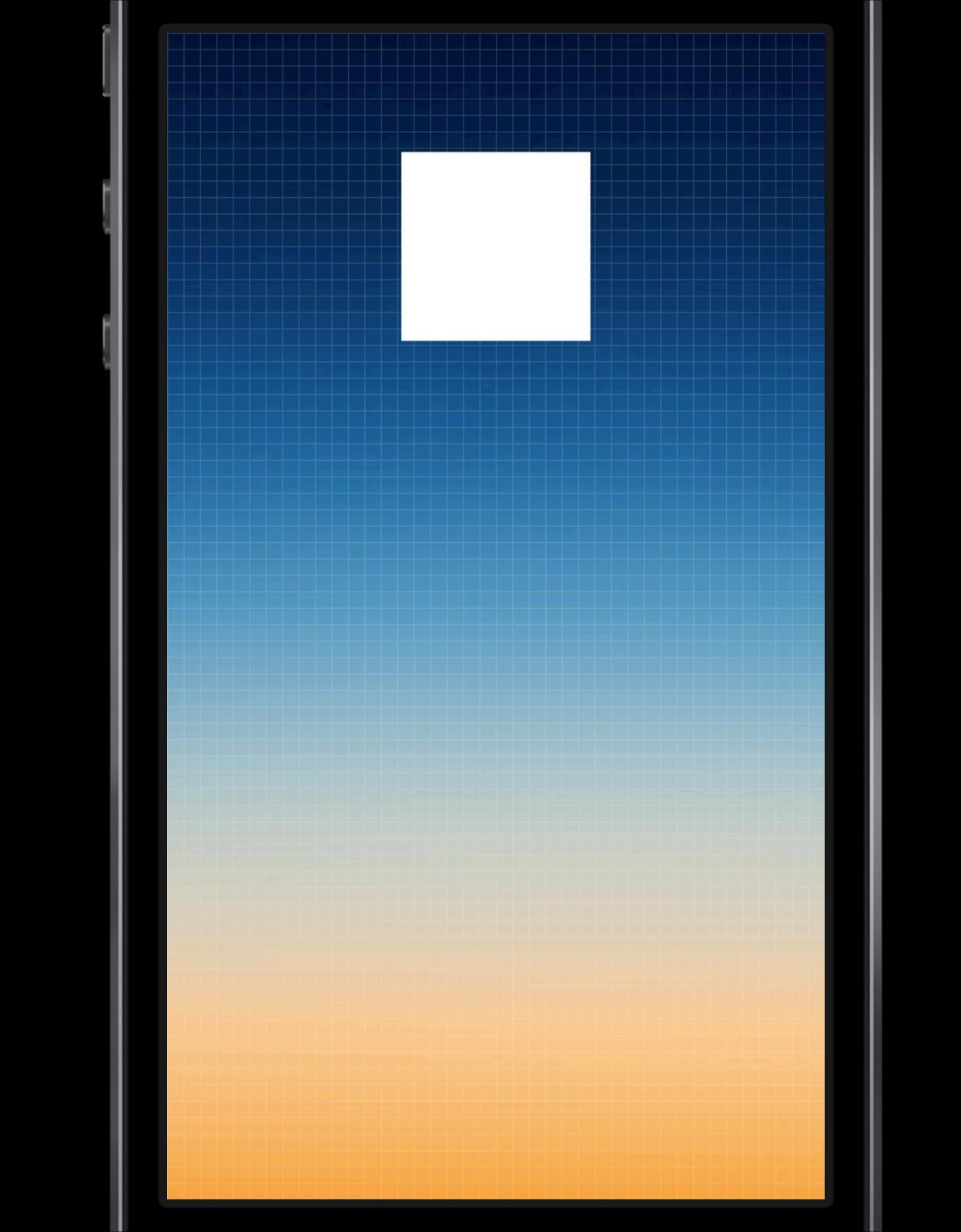
> slide to unlock

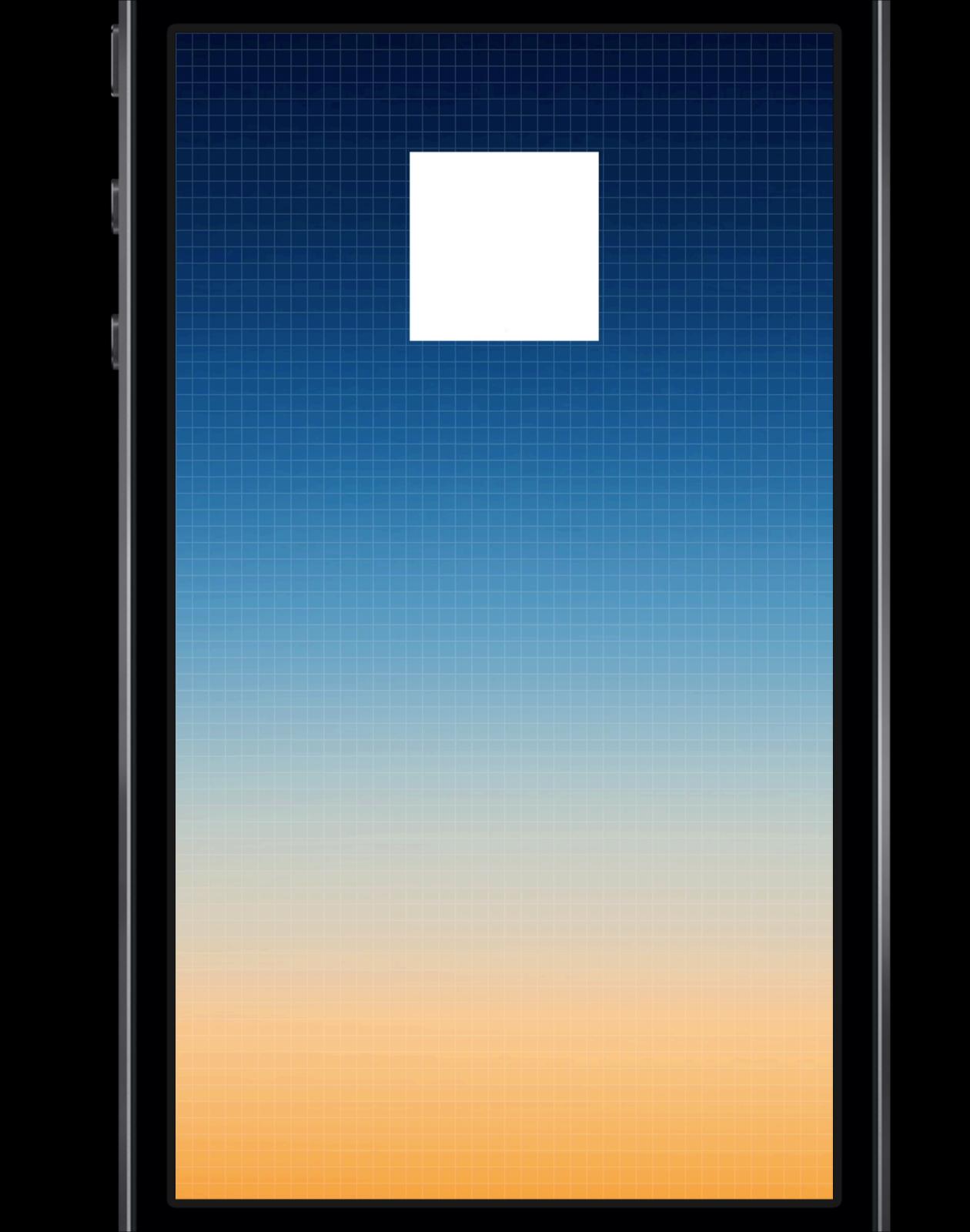
100% ••••• ∻ Elastic Monday, September 30 > slide to unlock Solid

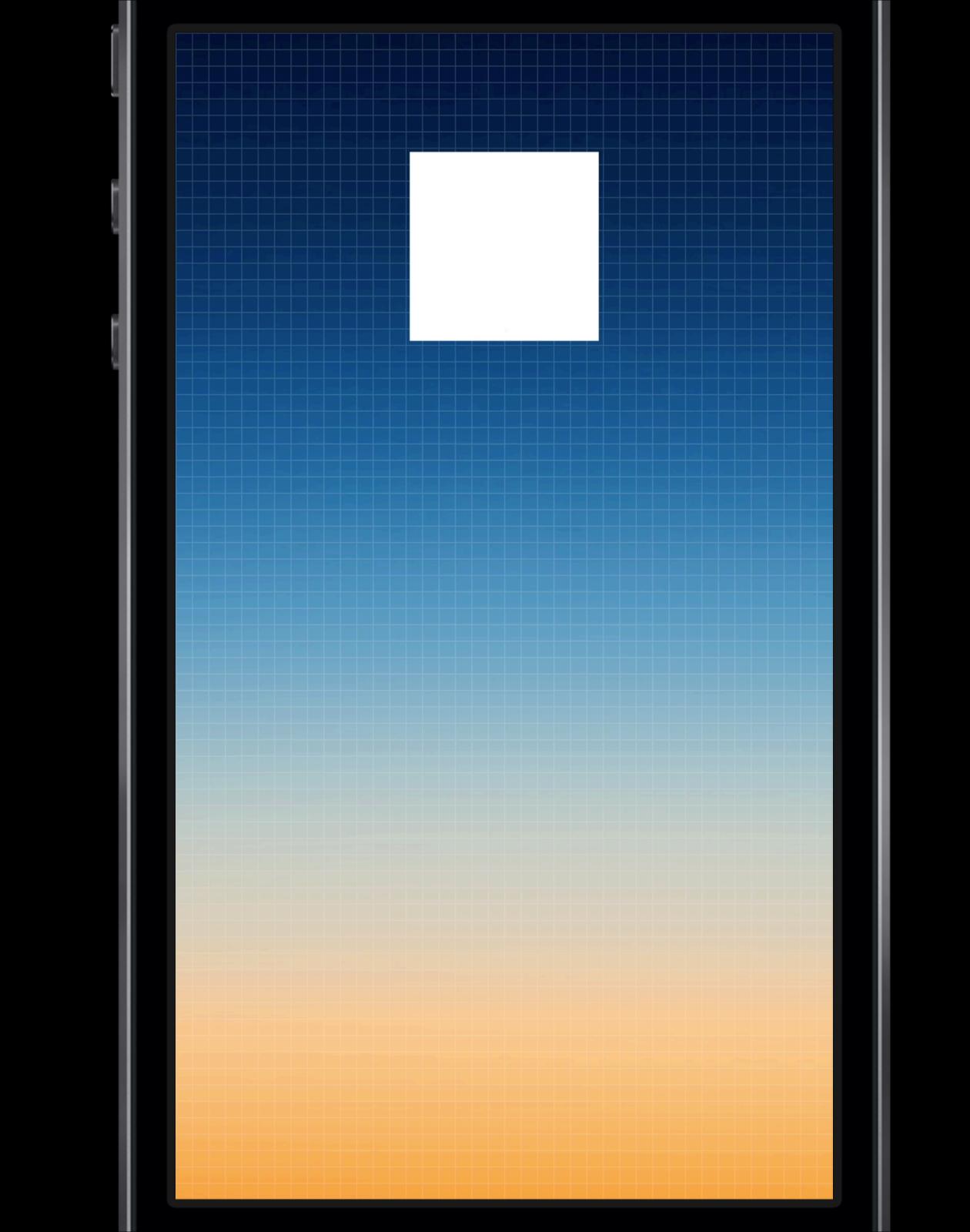


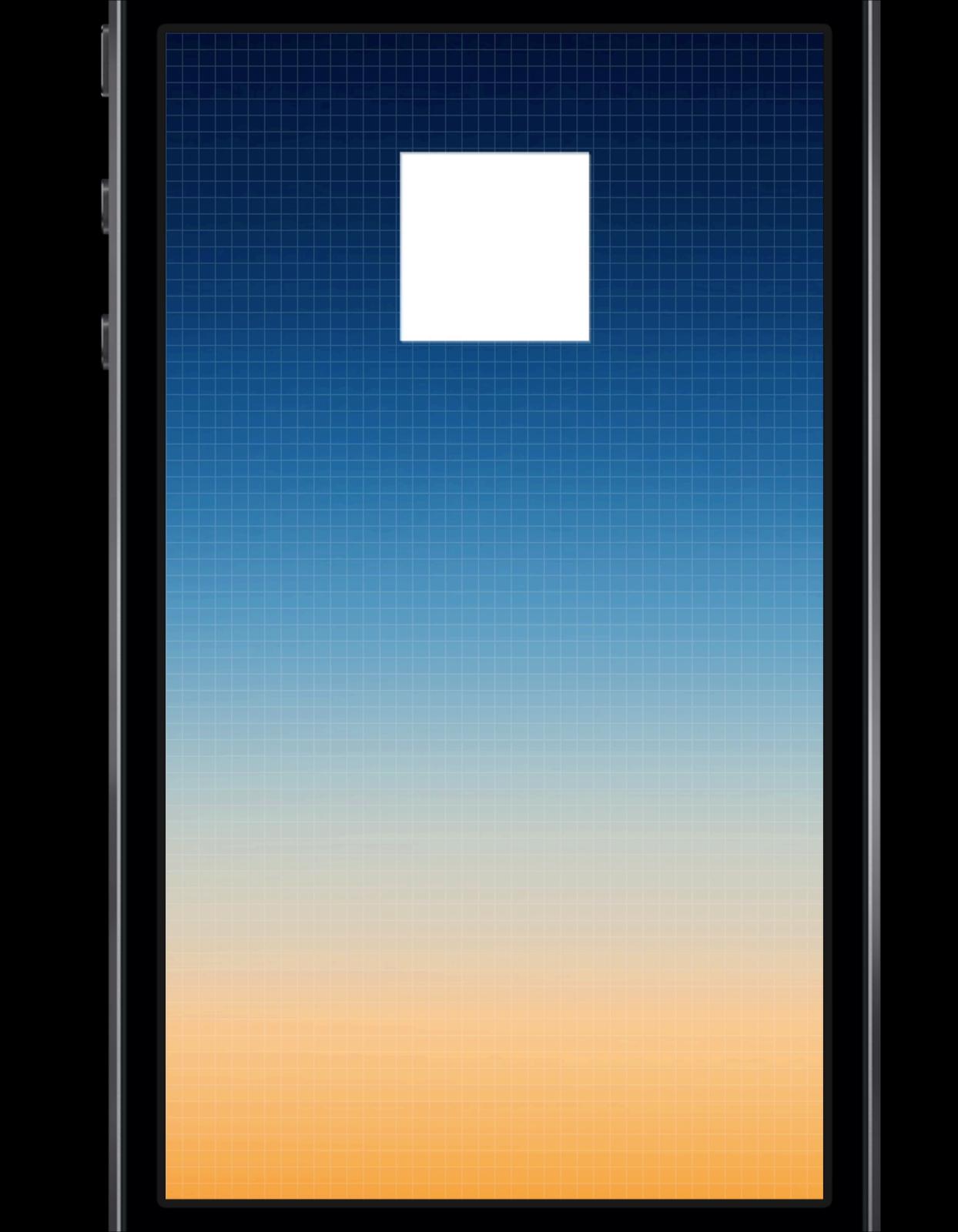


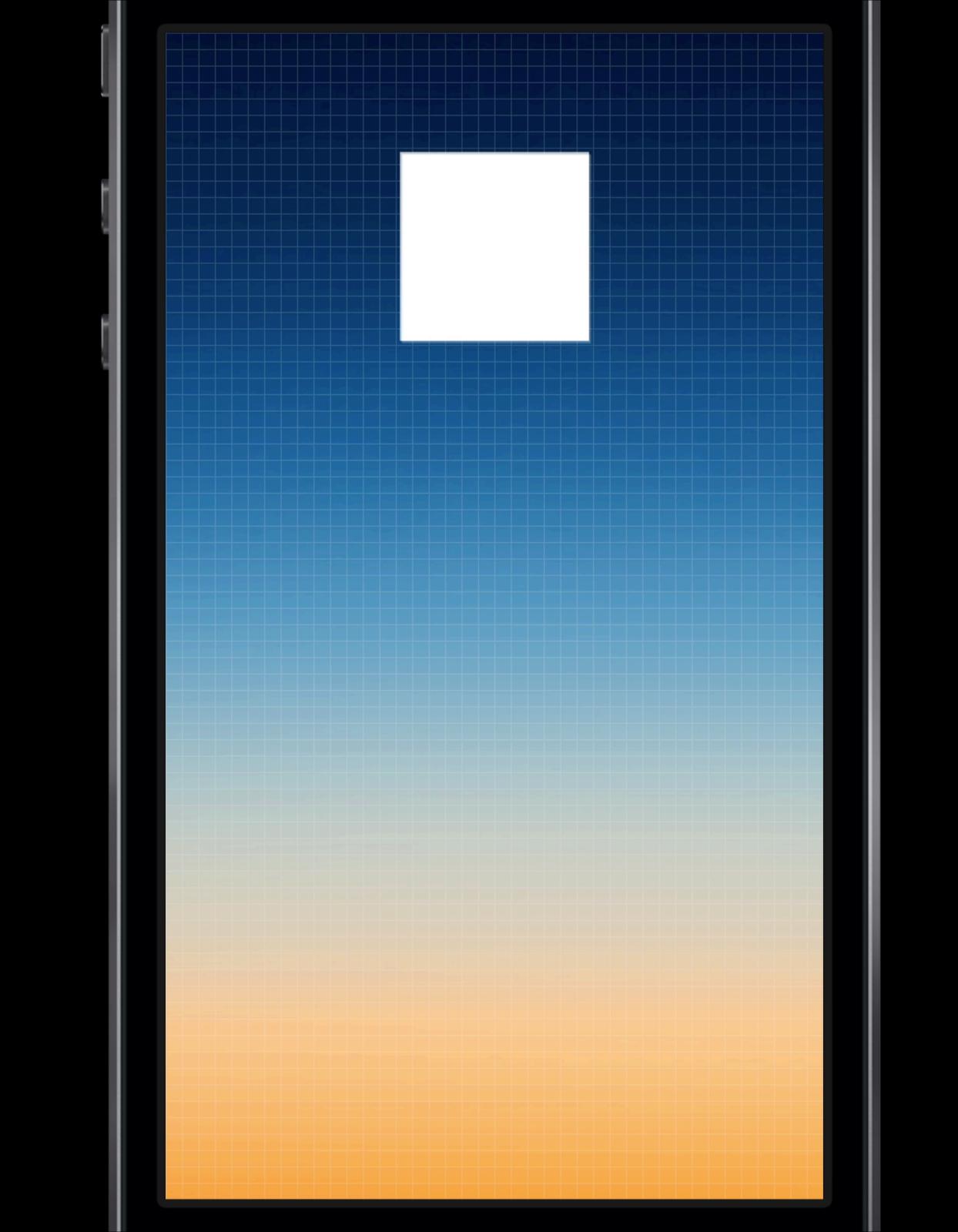


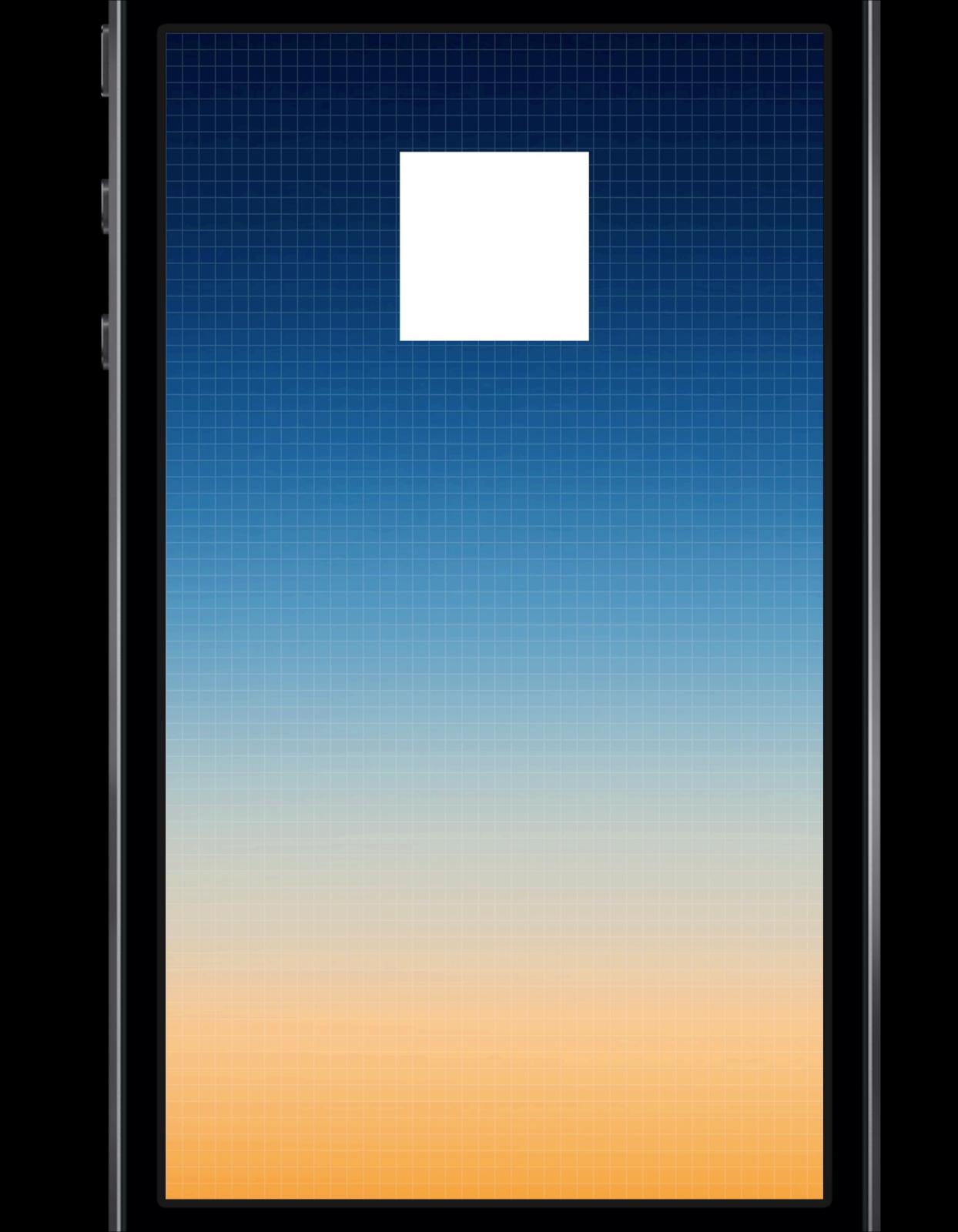


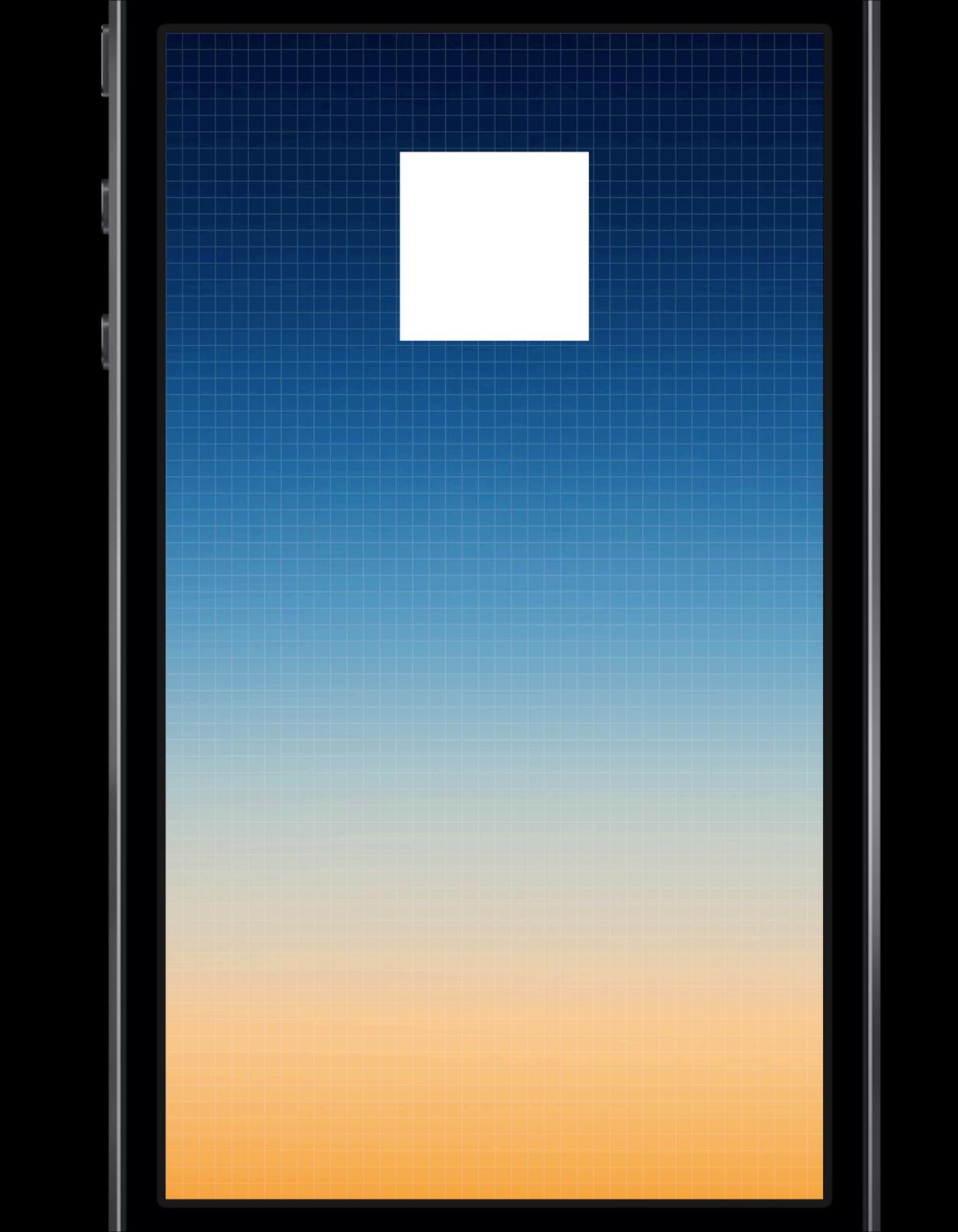


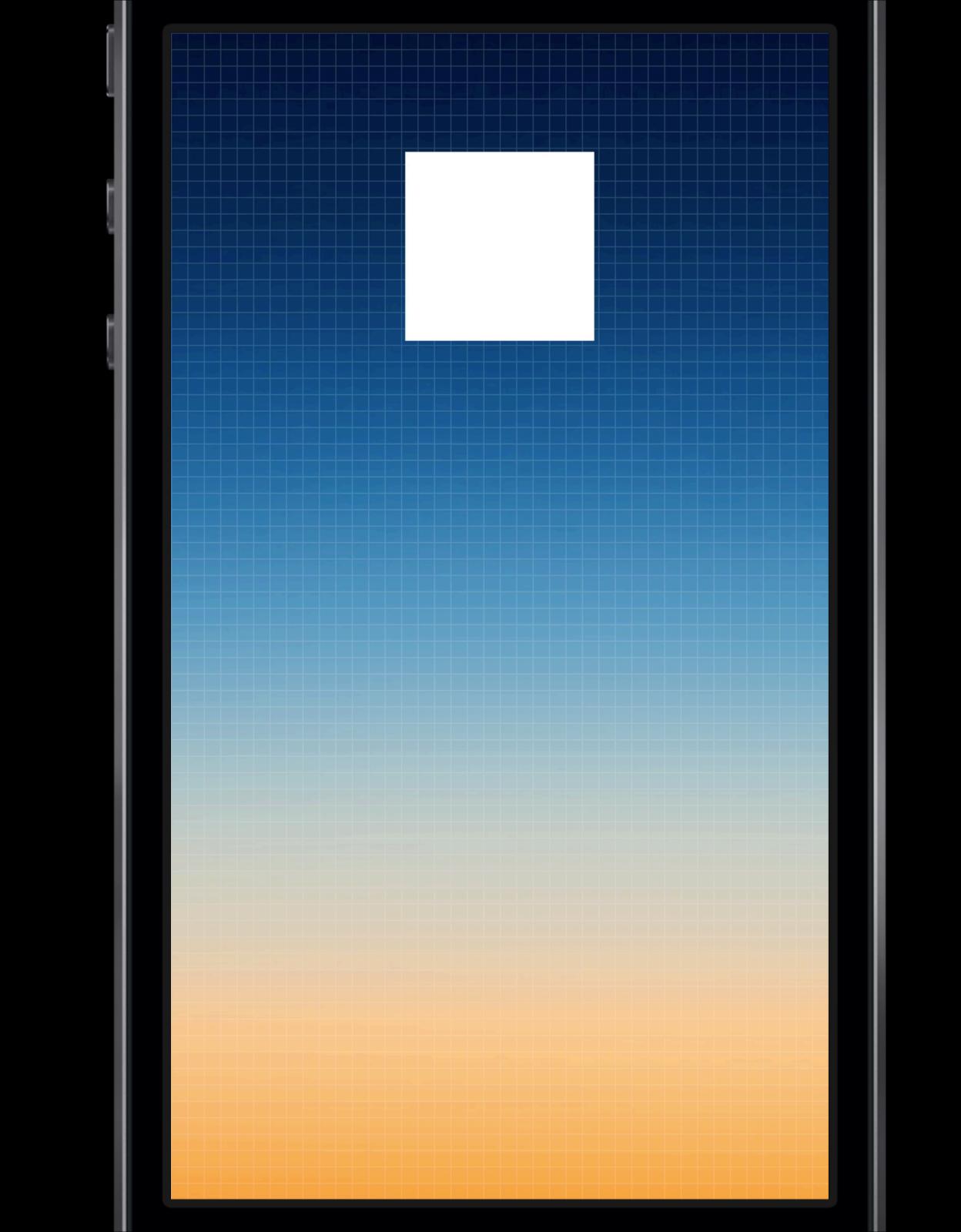


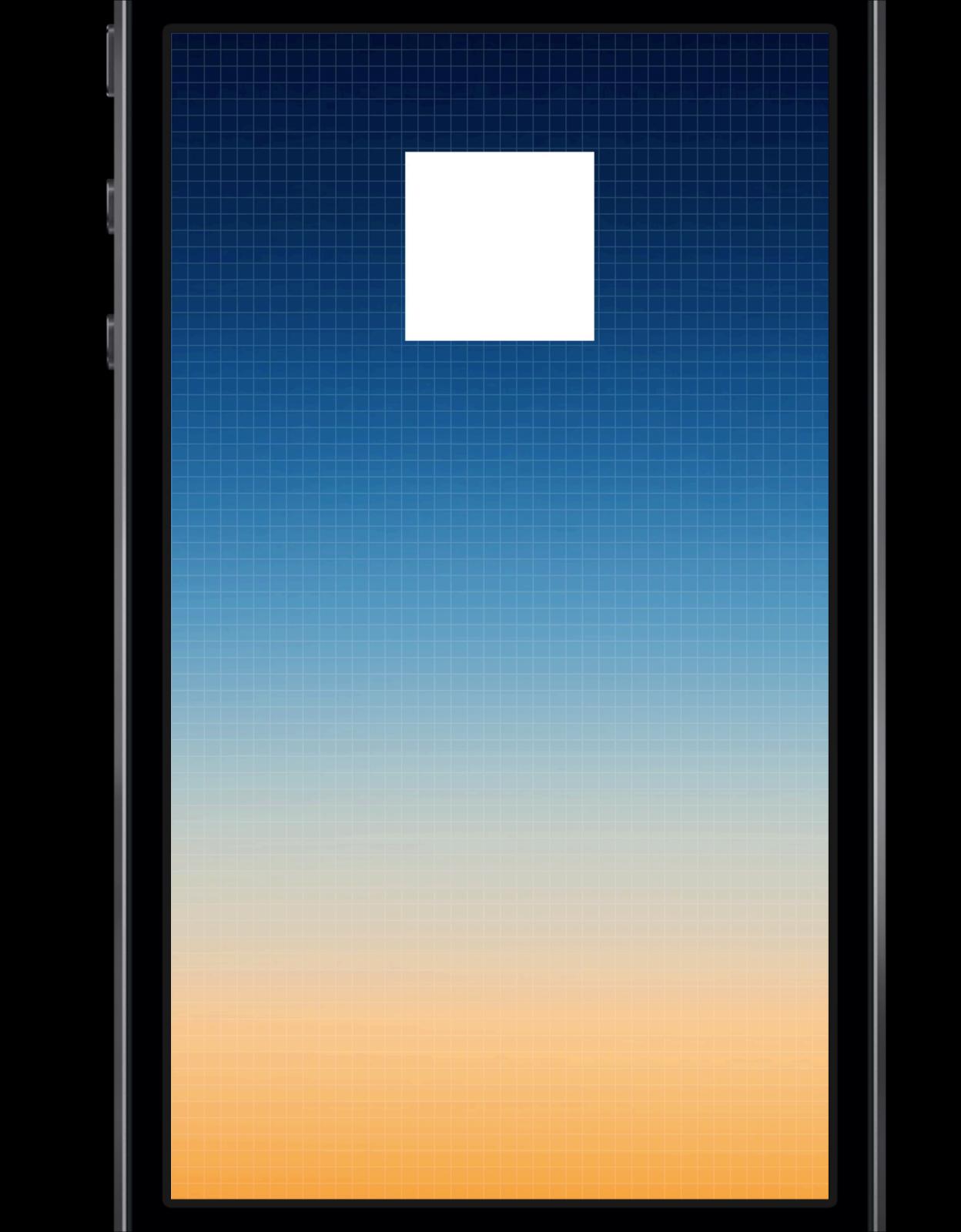












Show Restraint

Keep People Oriented

Establishing Spatial Relationships

Providing Feedback

Focusing Attention

Expressing Material Properties

Timing is Everything

Easing is Important

Show Restraint

Keep People Oriented

Establishing Spatial Relationships

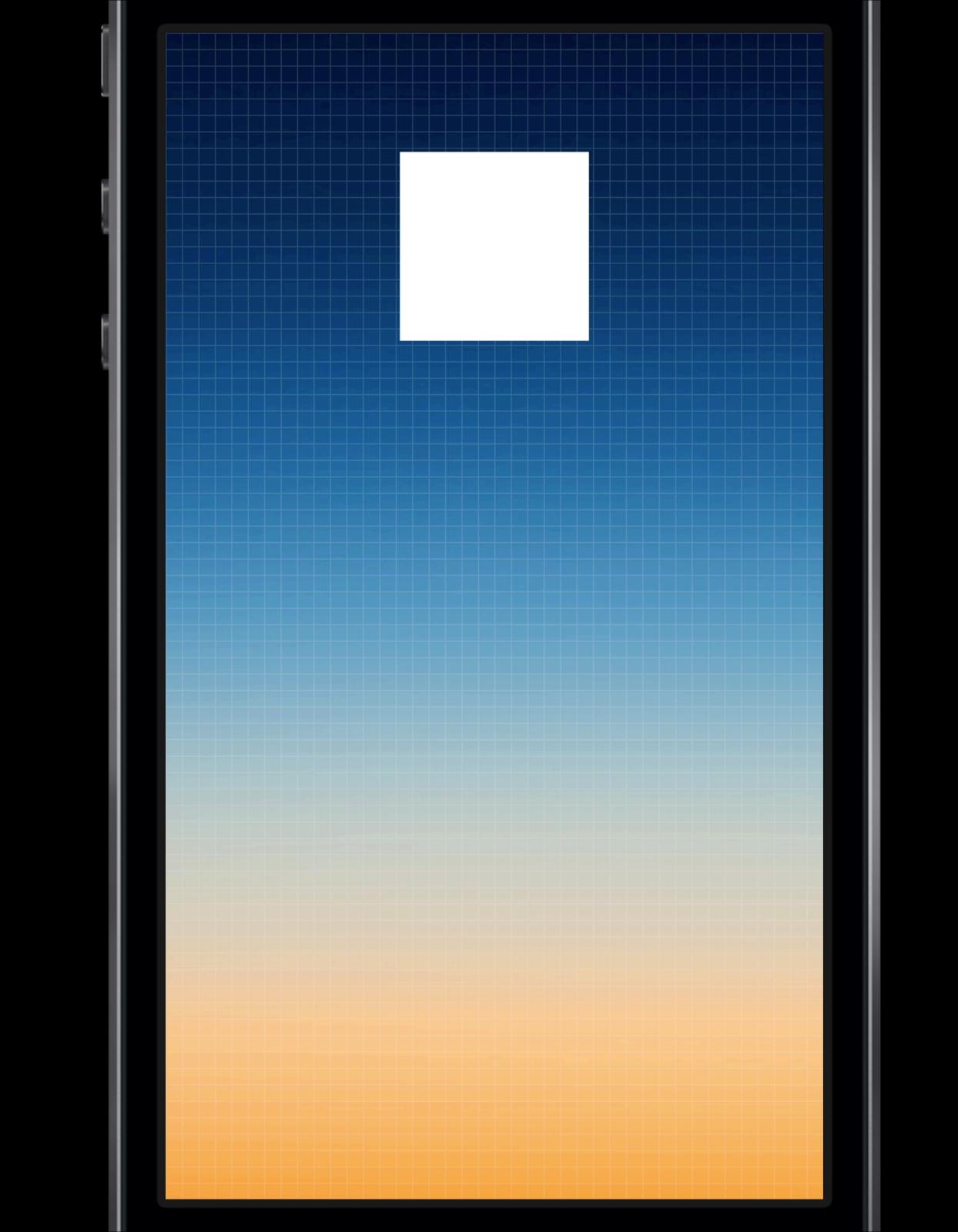
Providing Feedback

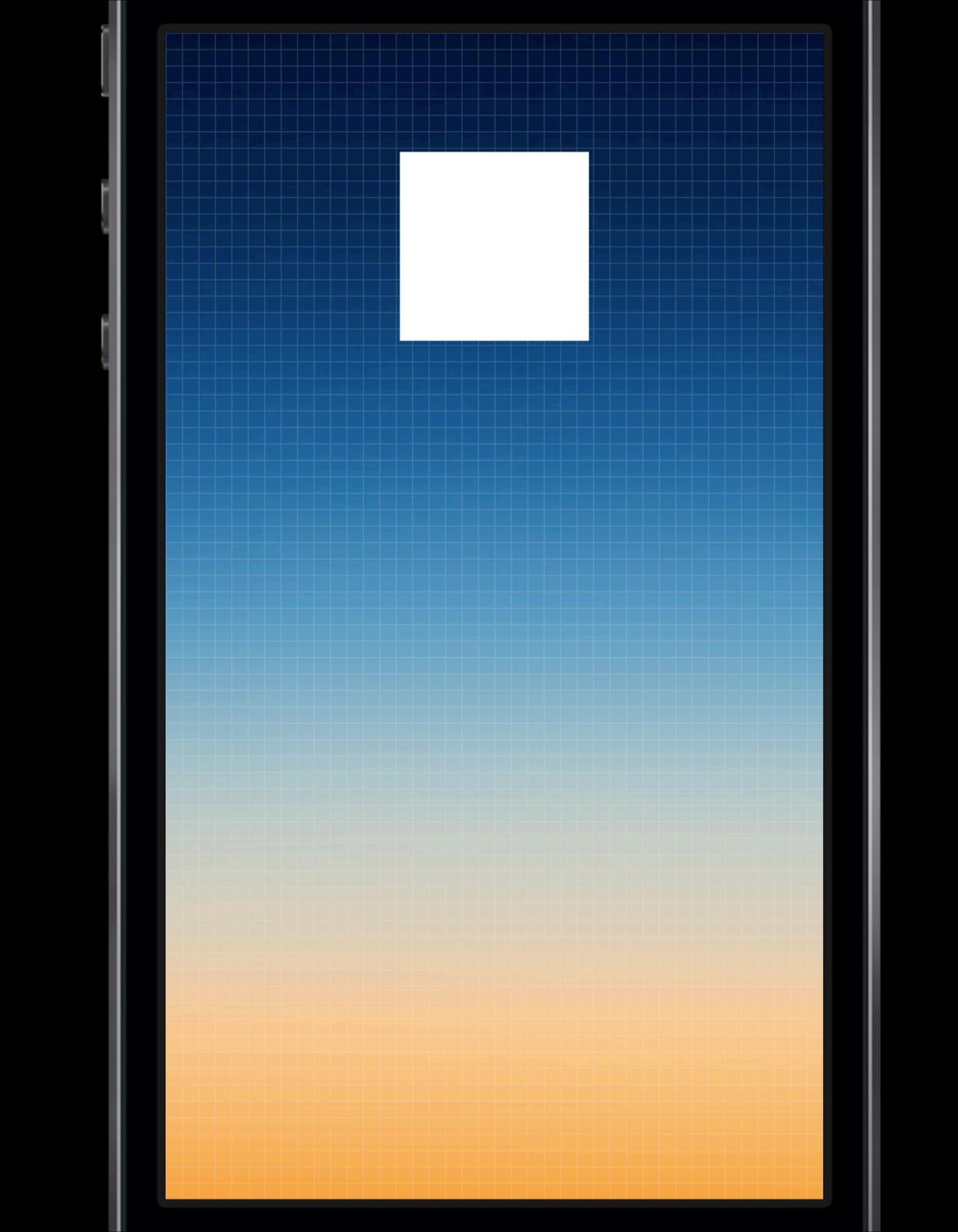
Focusing Attention

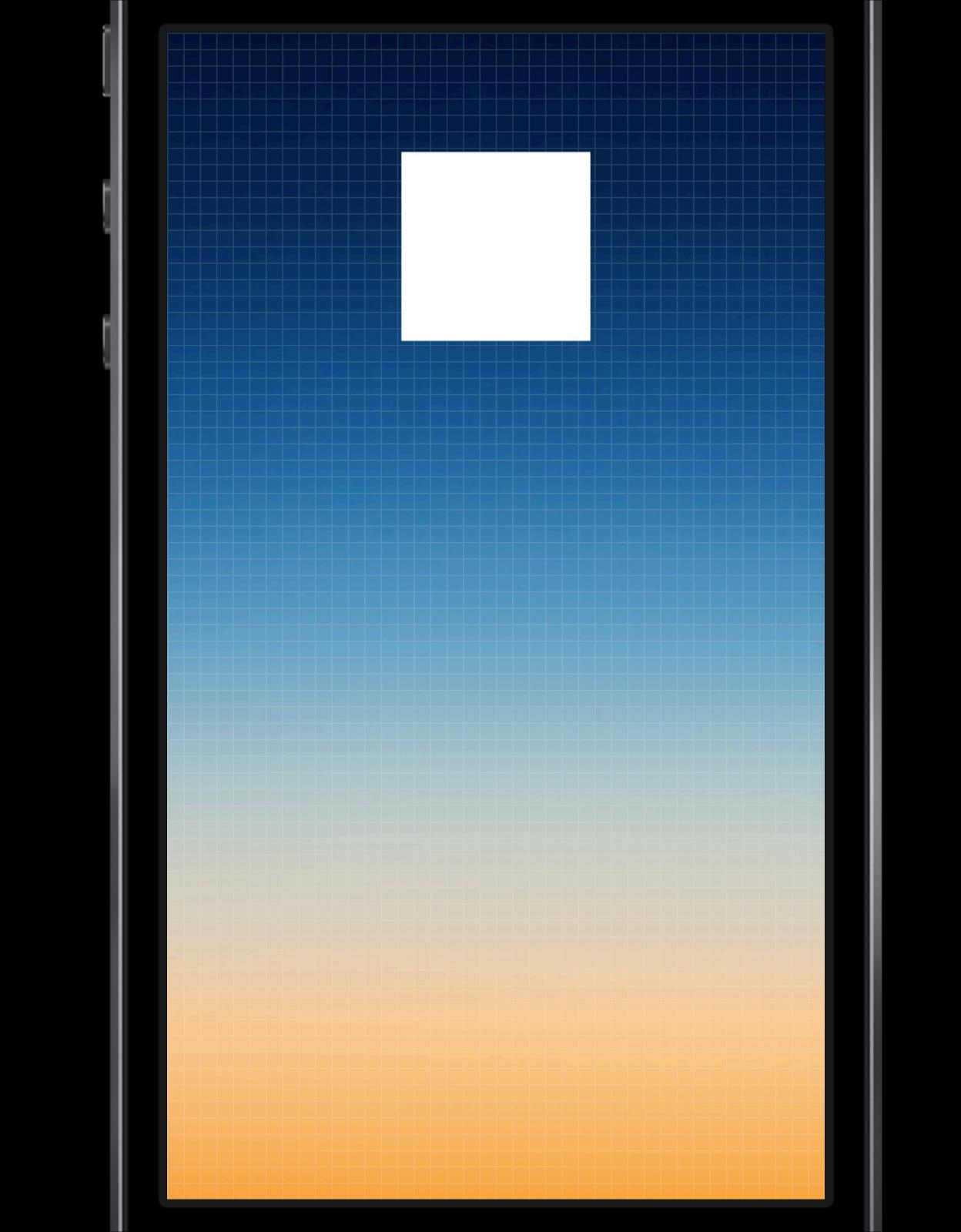
Expressing Material Properties

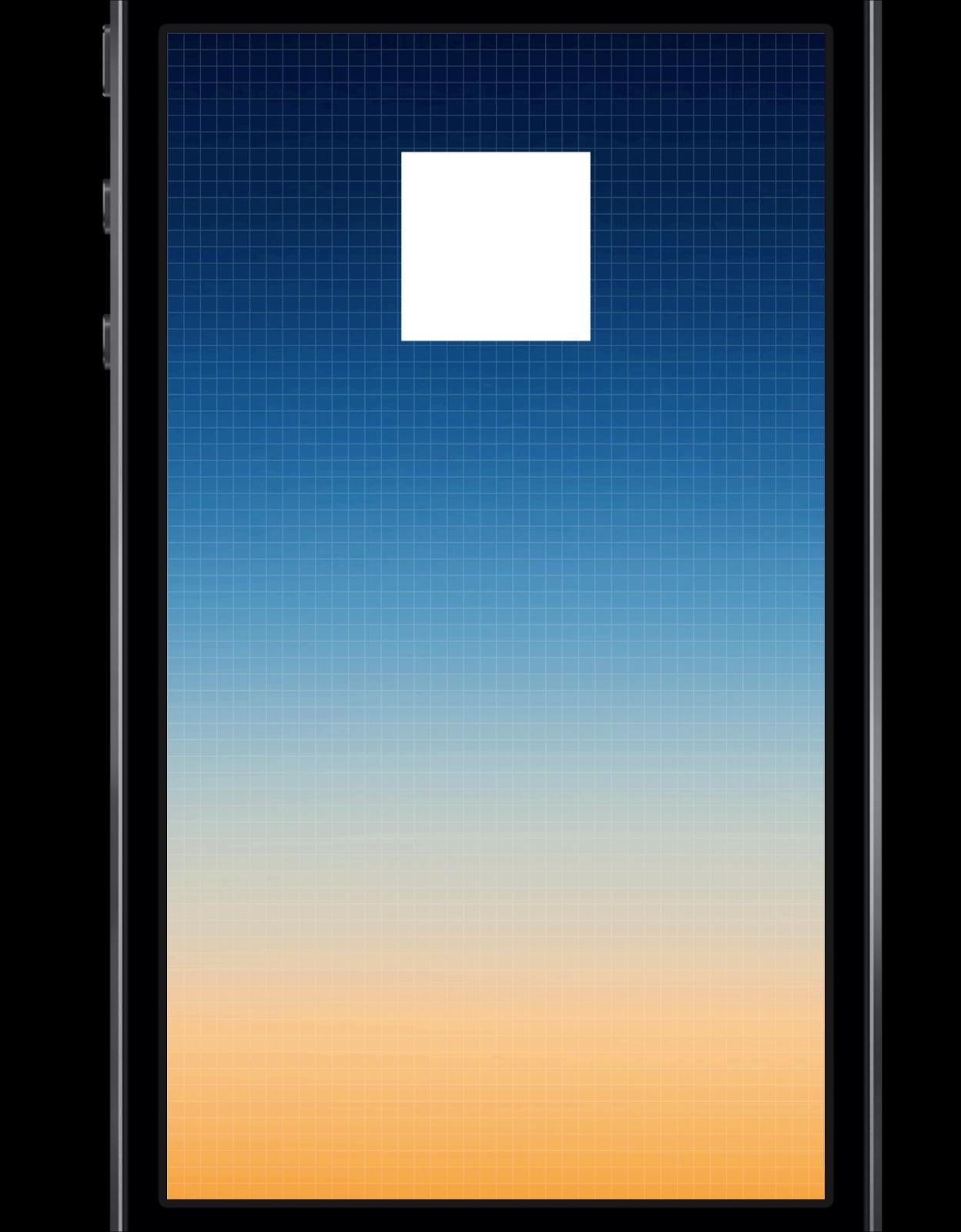
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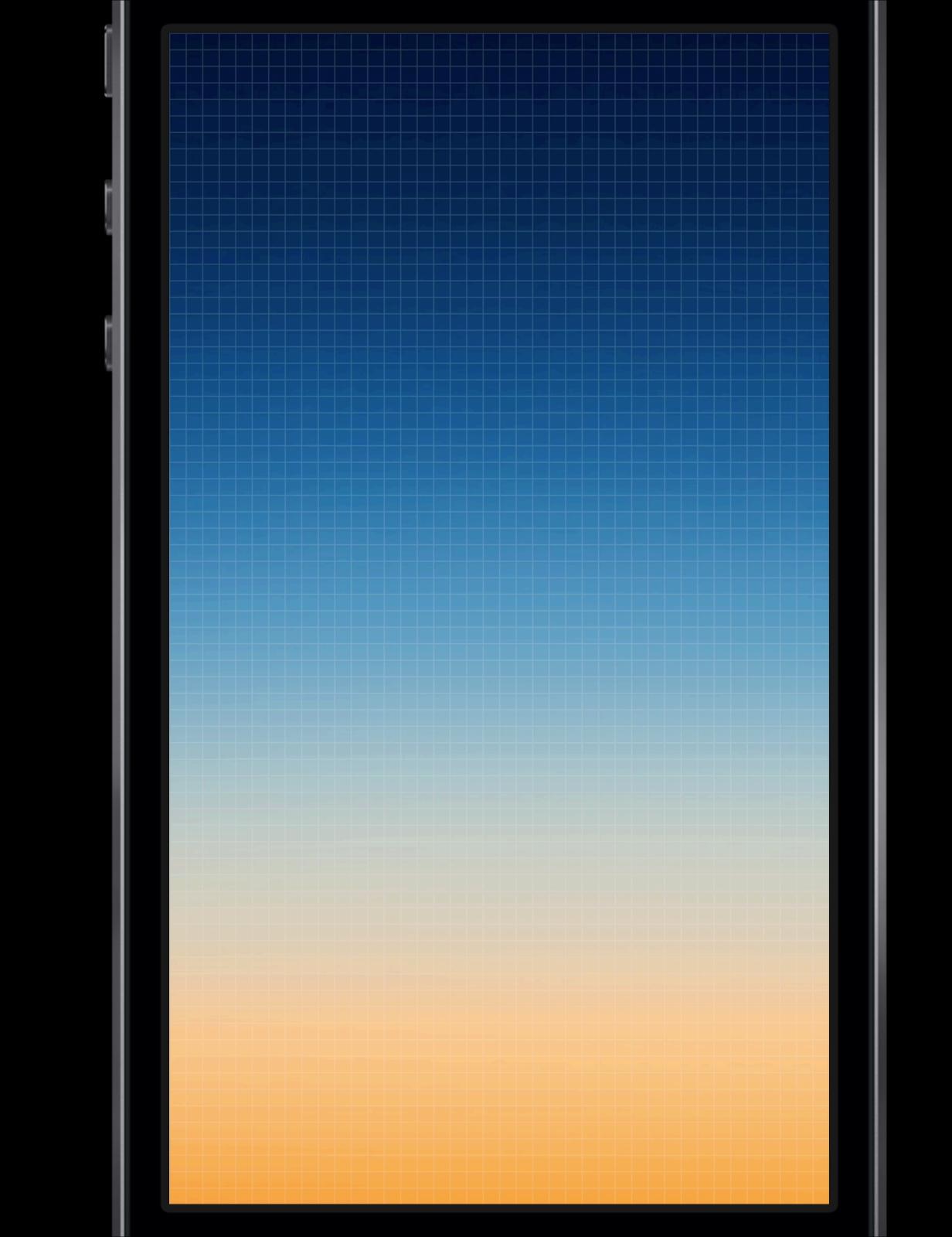
Easing is Important

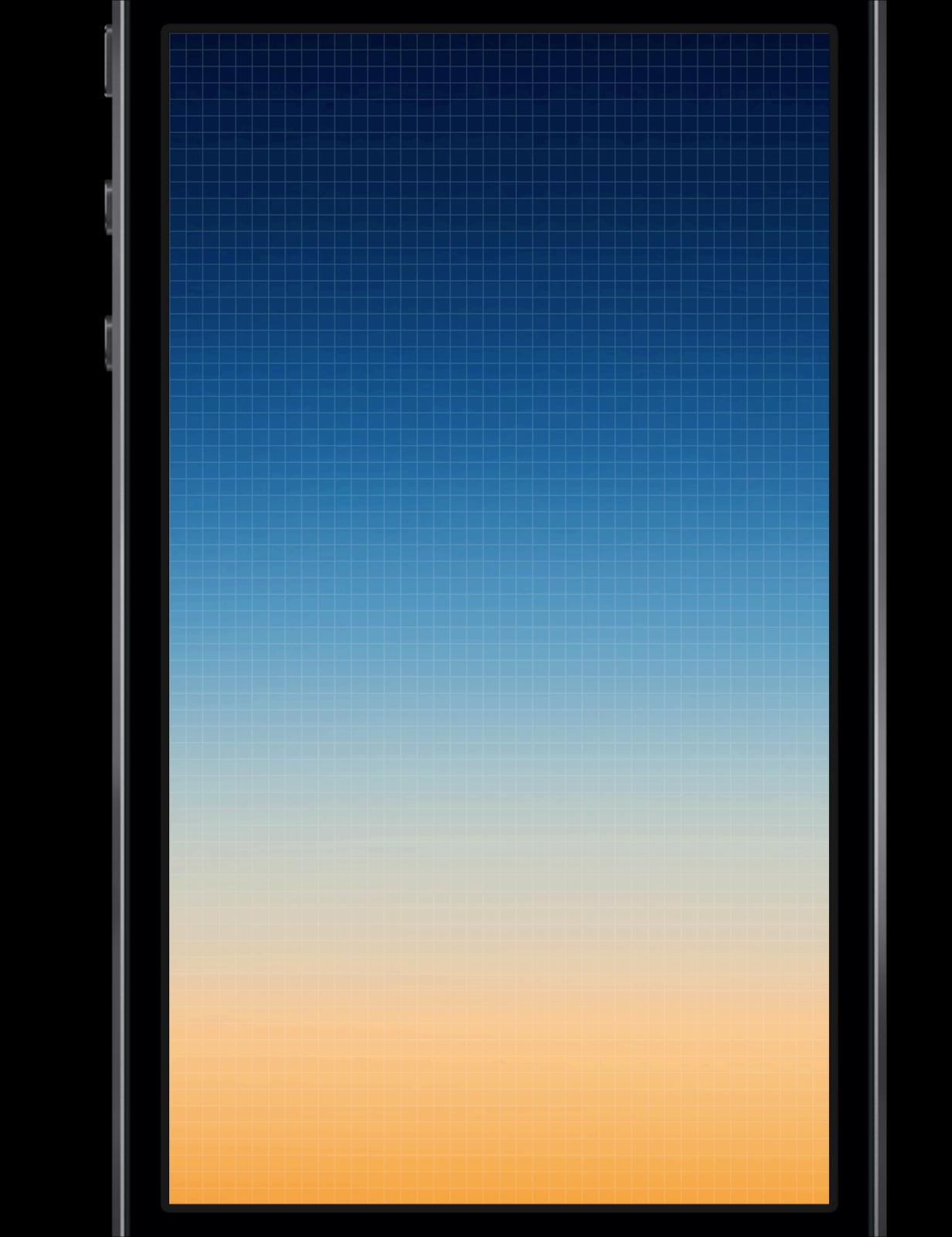












The Feel of iOS 7

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The Feel of iOS 7

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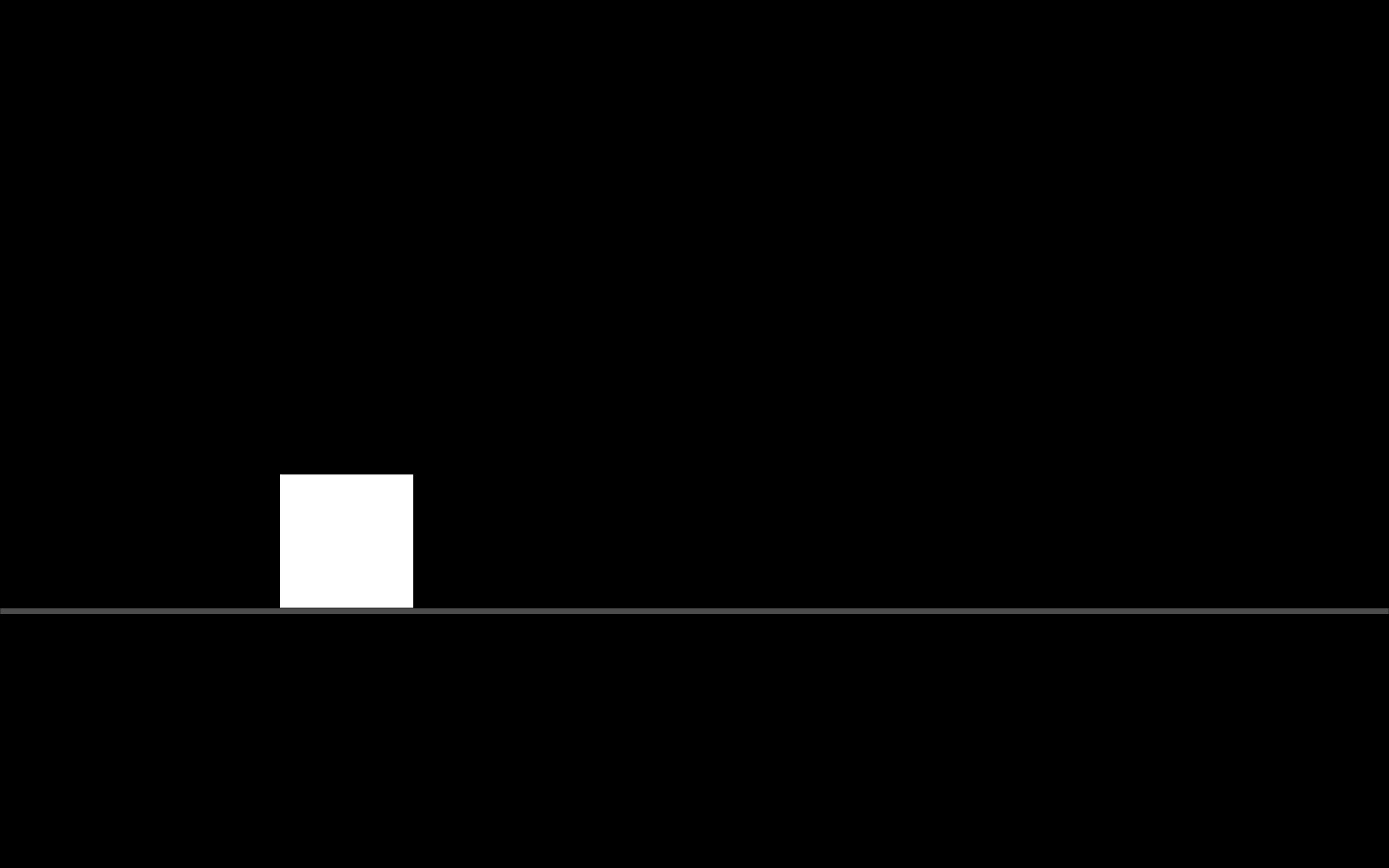
Focusing Attention

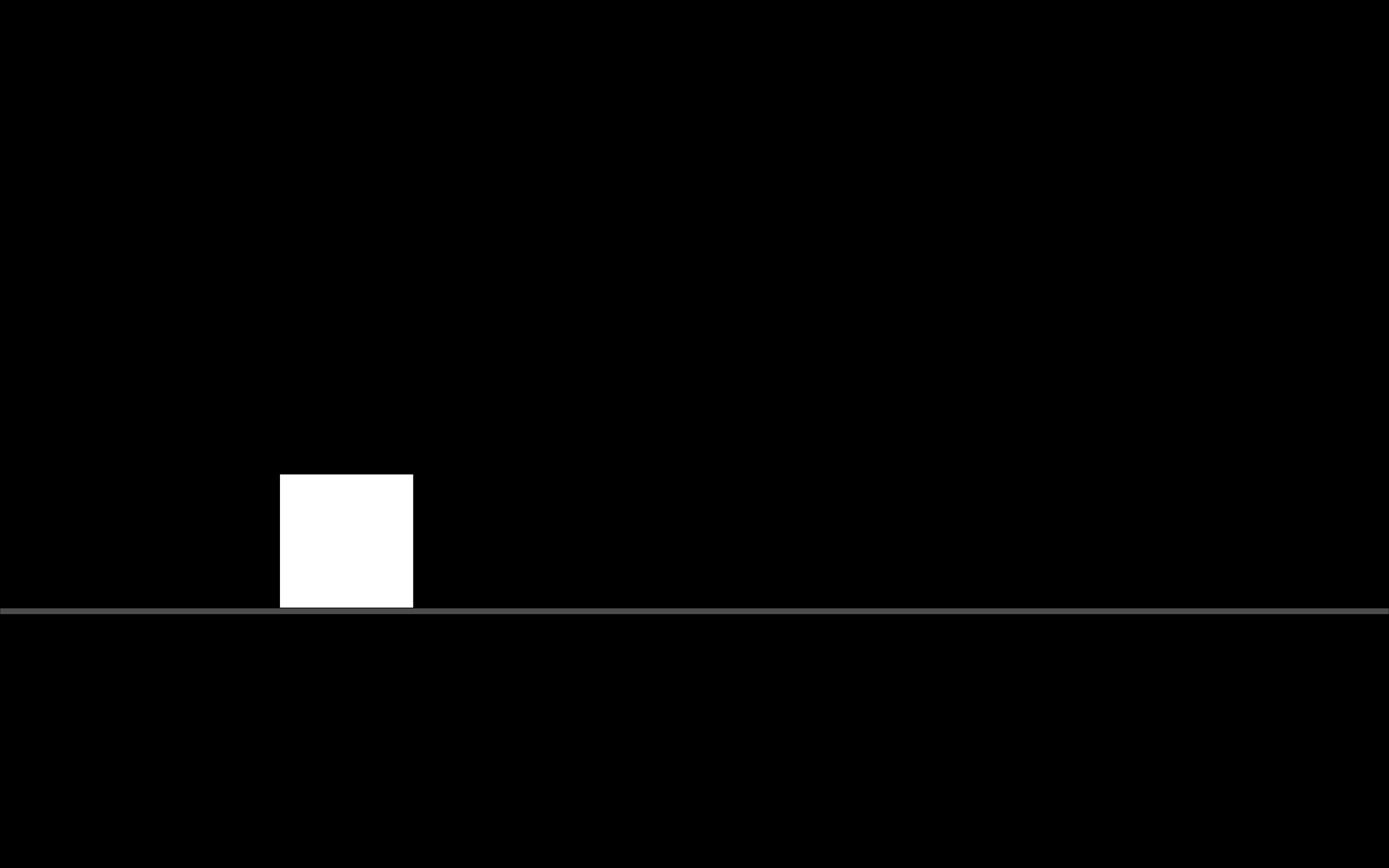
Expressing Material Properties

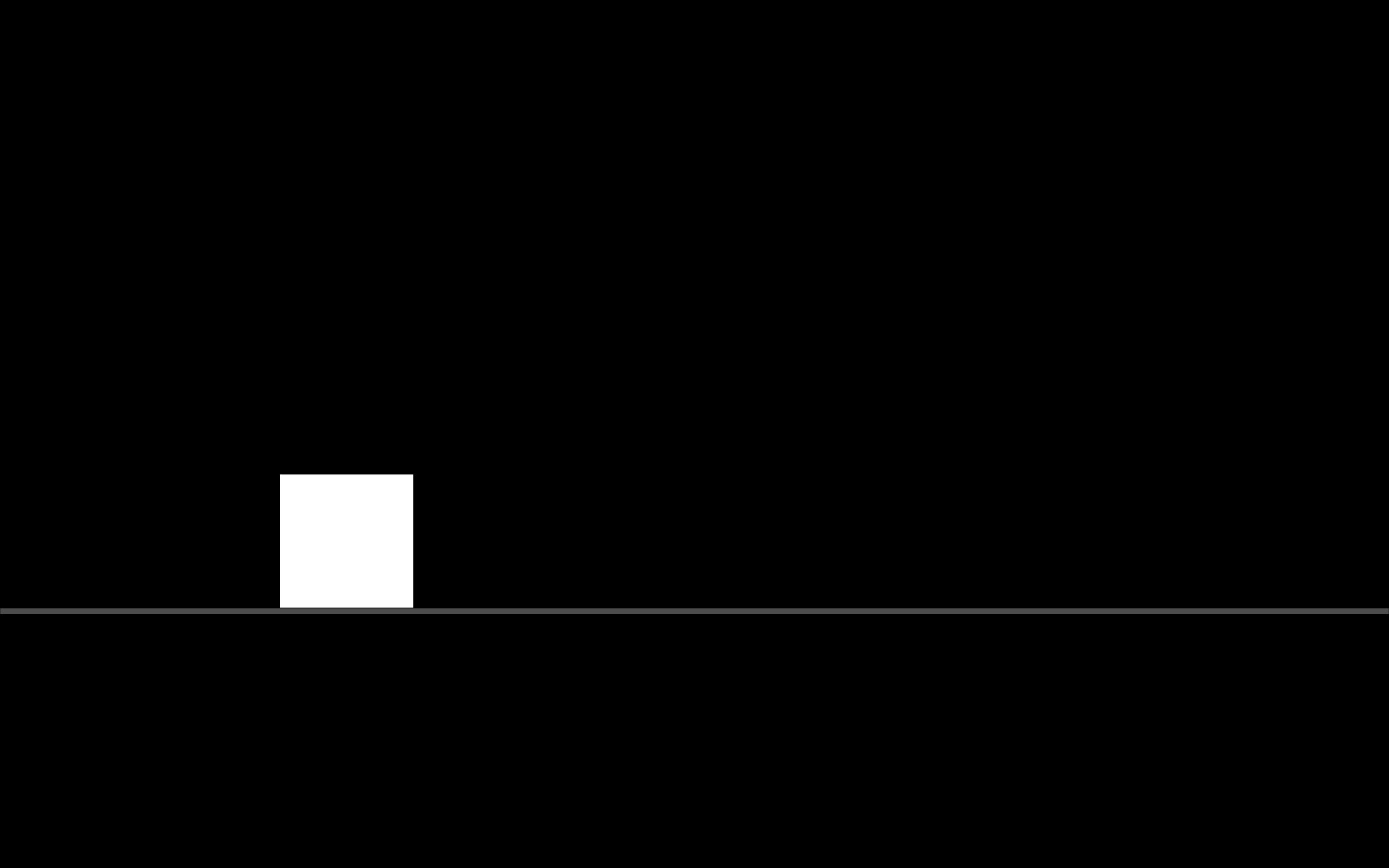
Timing is Everything

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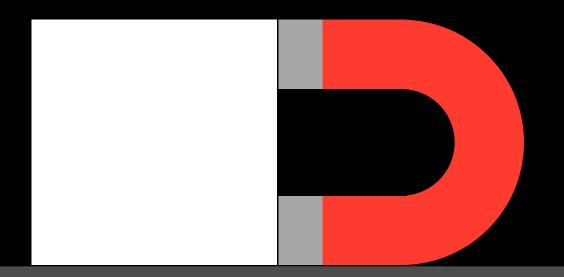


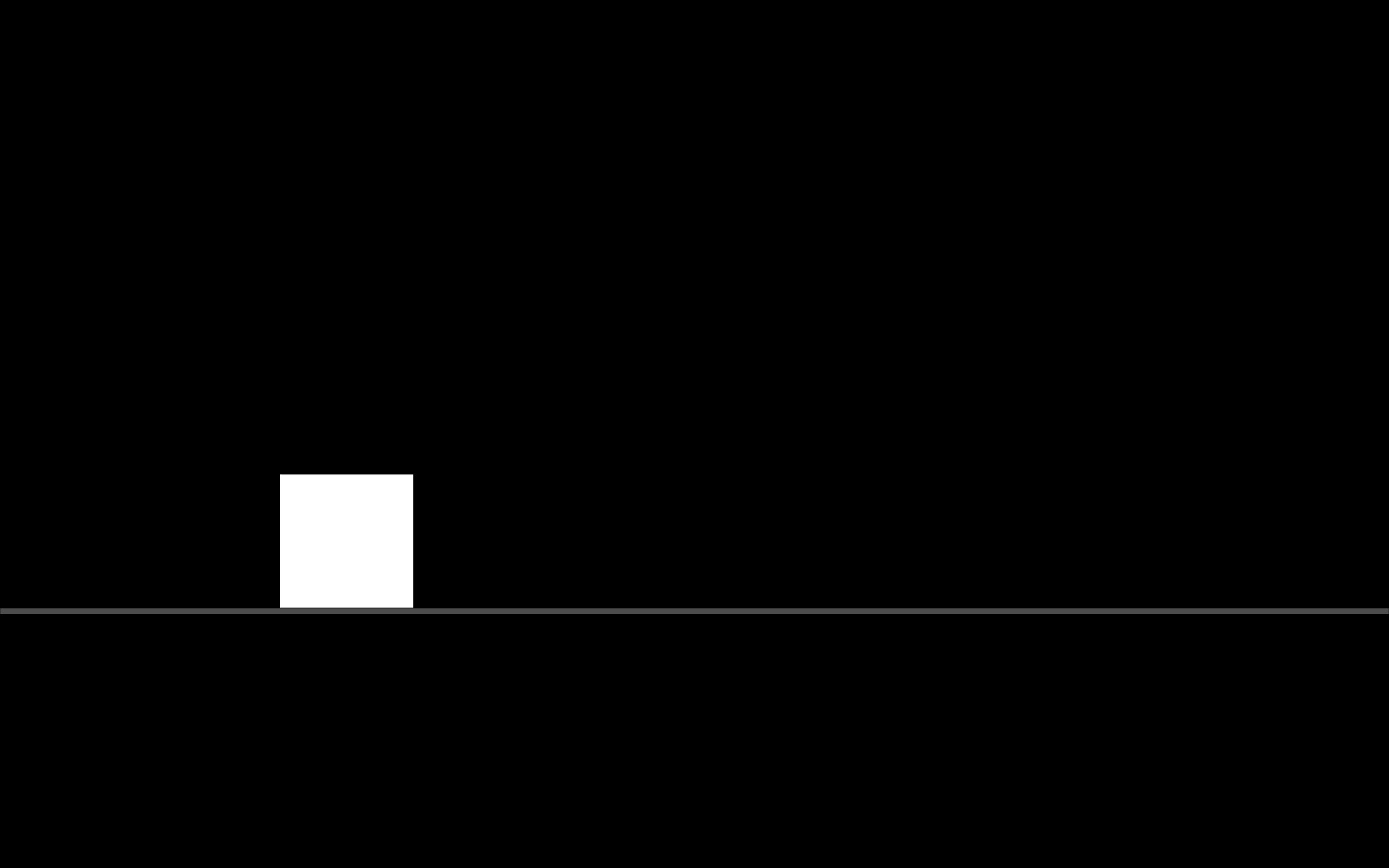
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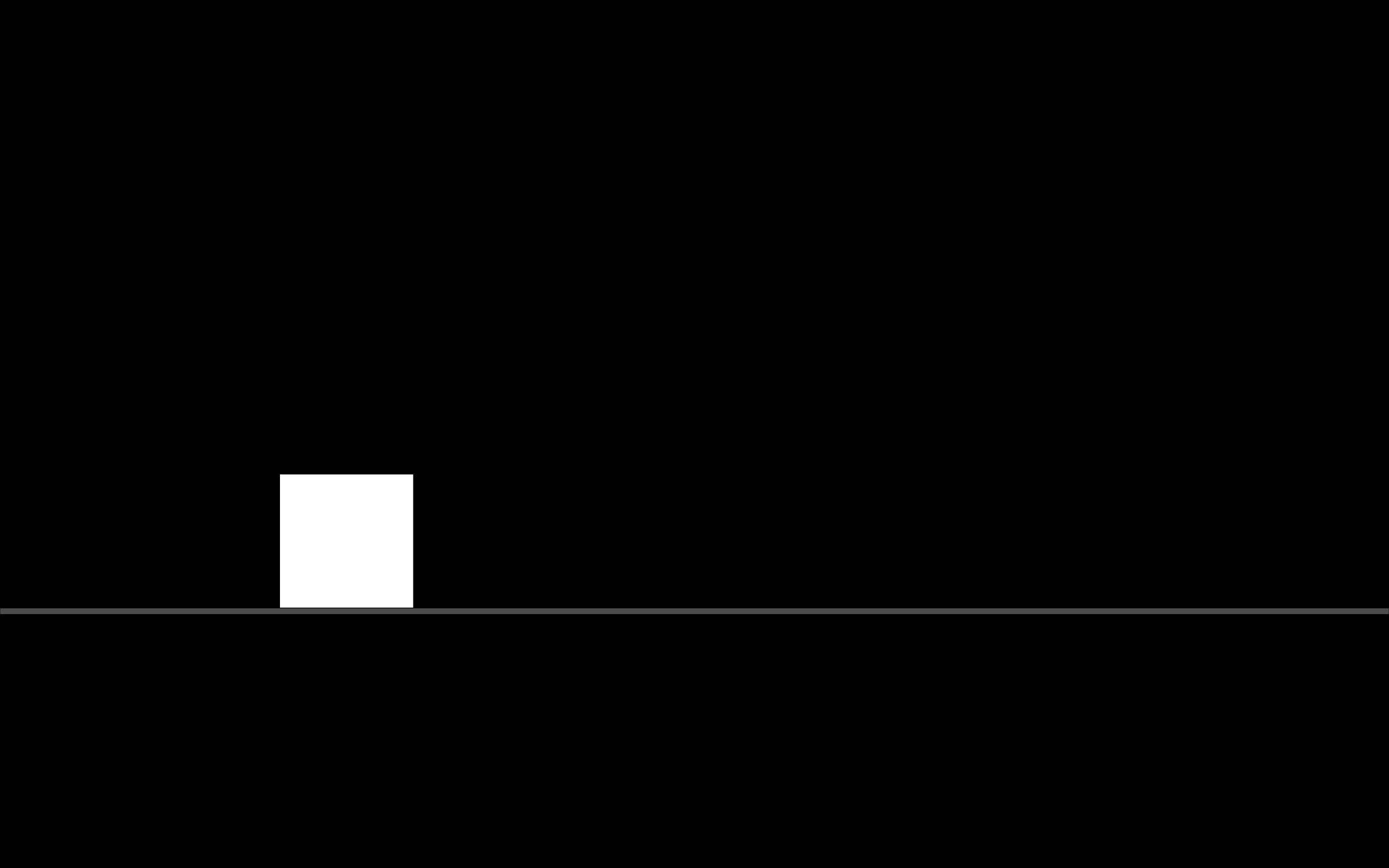




Ease In and Out

Ease In and Out

Ease In and Out



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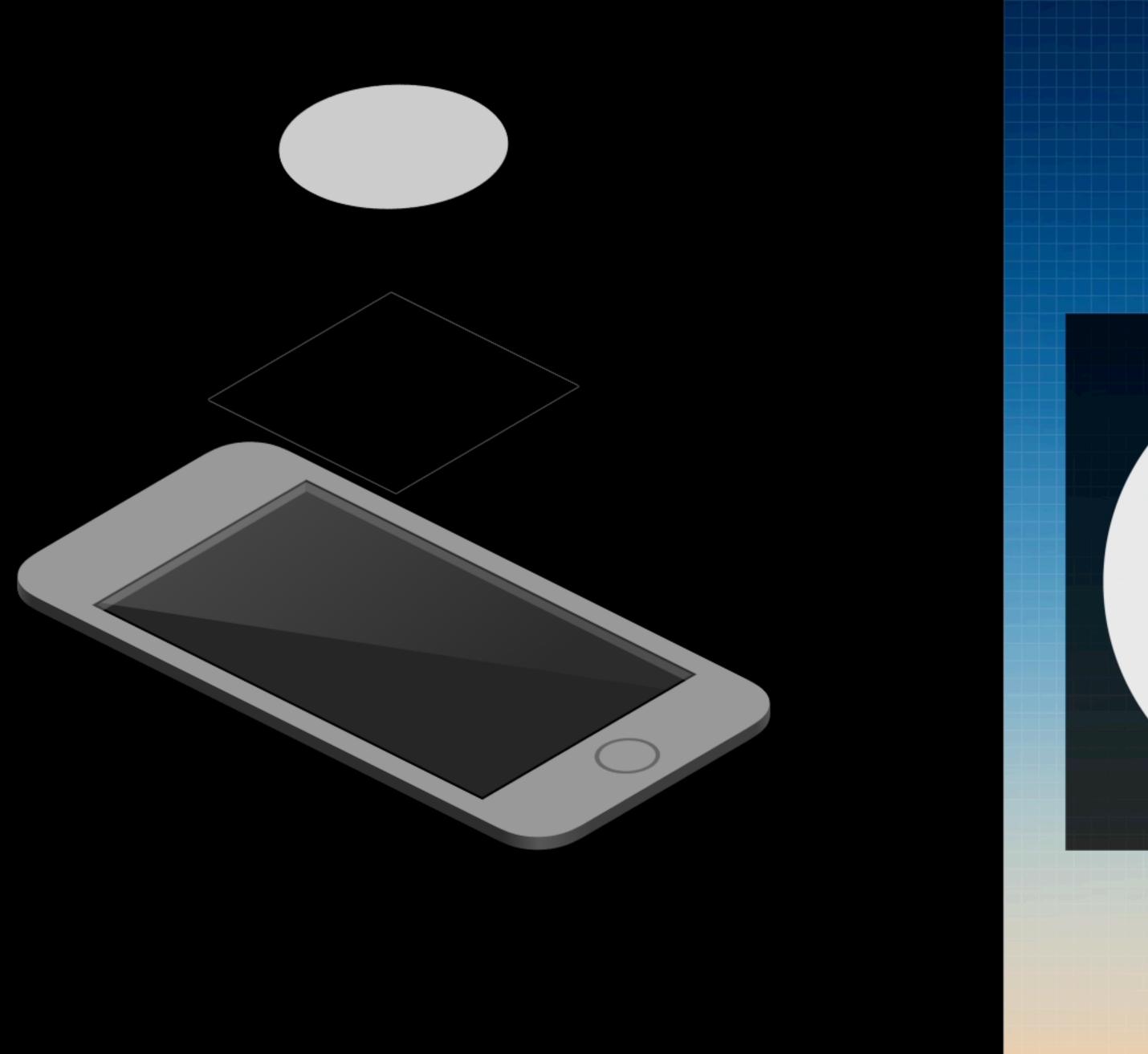
Timing is Everything

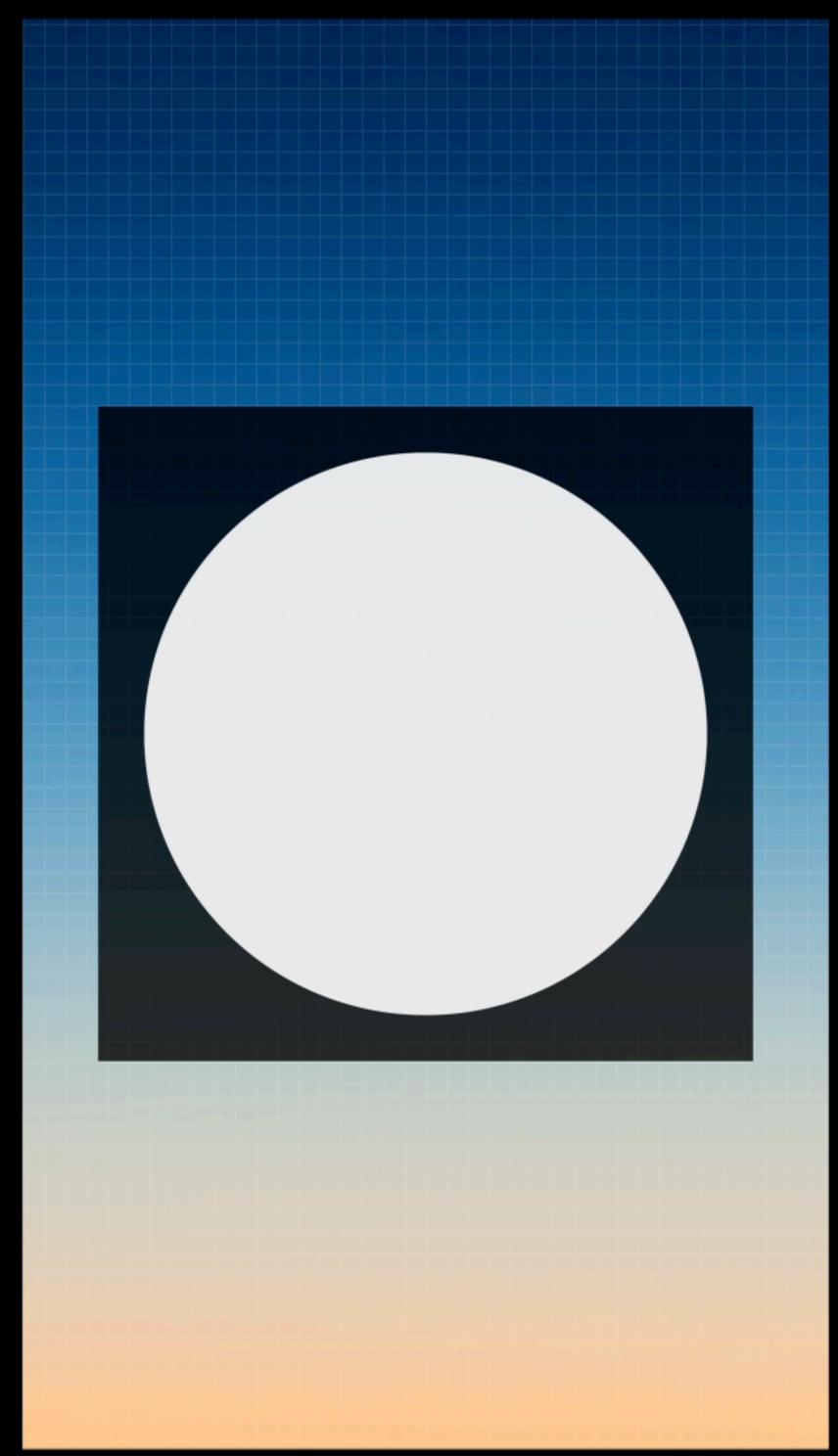
Easing is Important

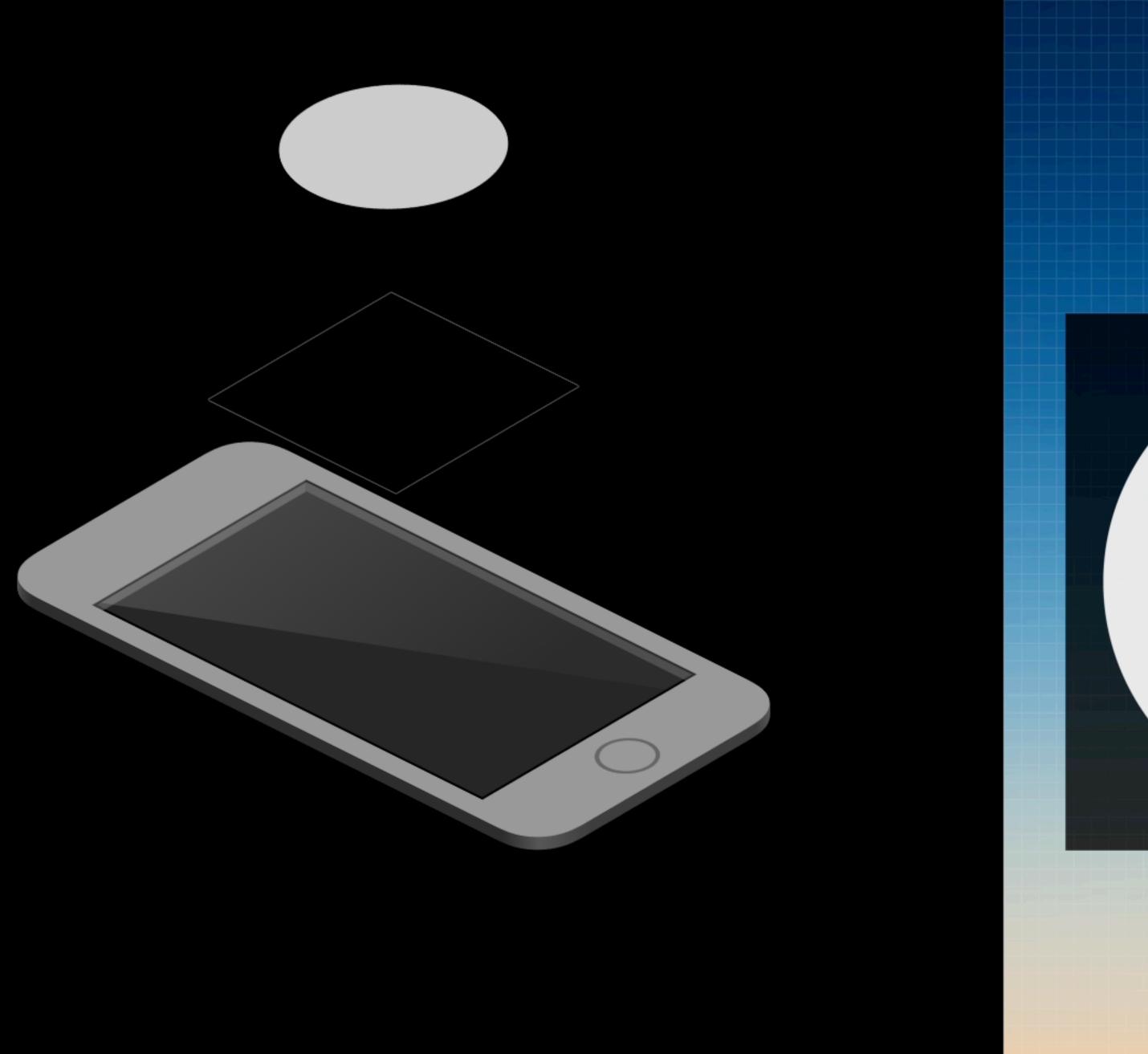
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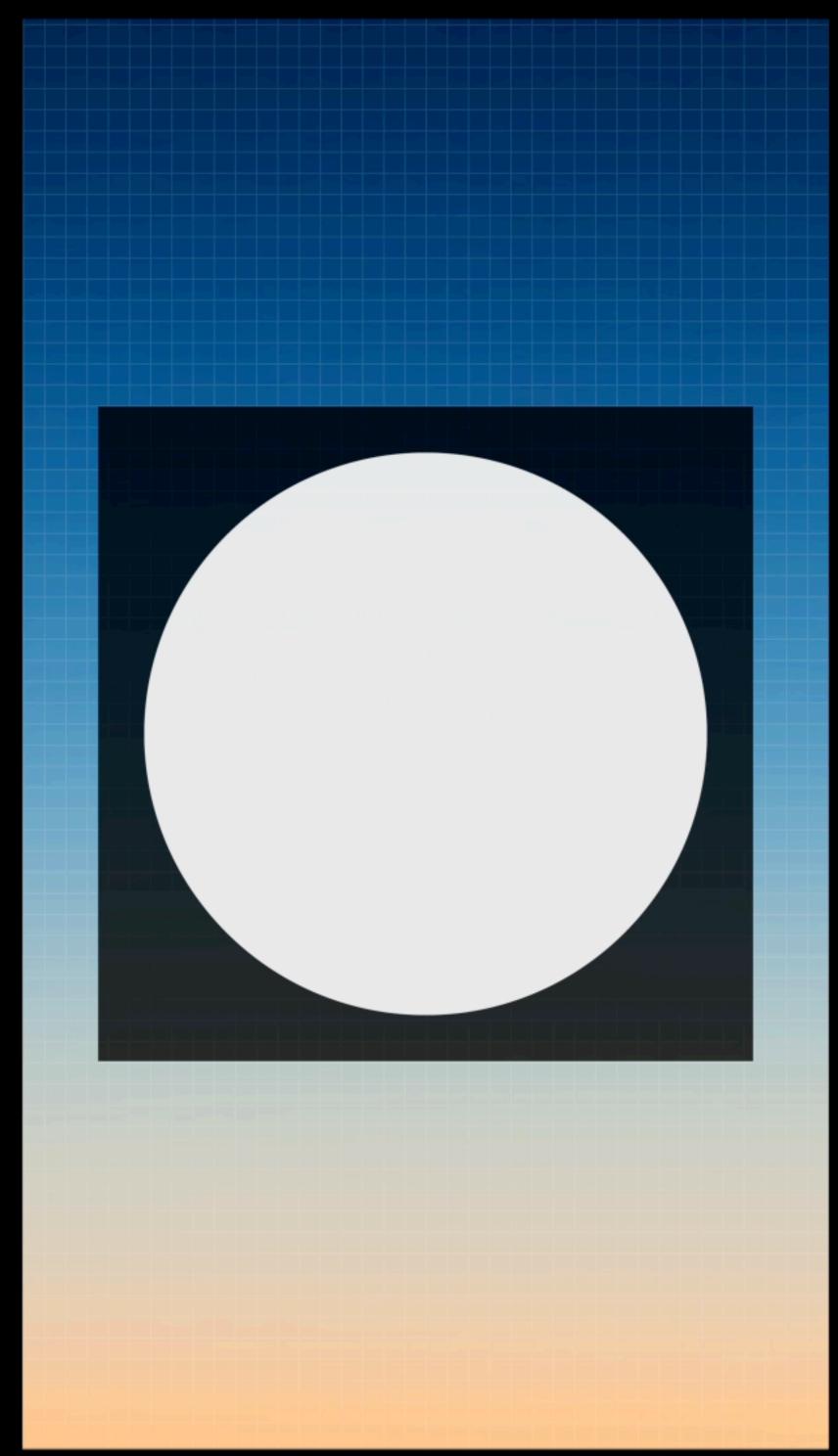


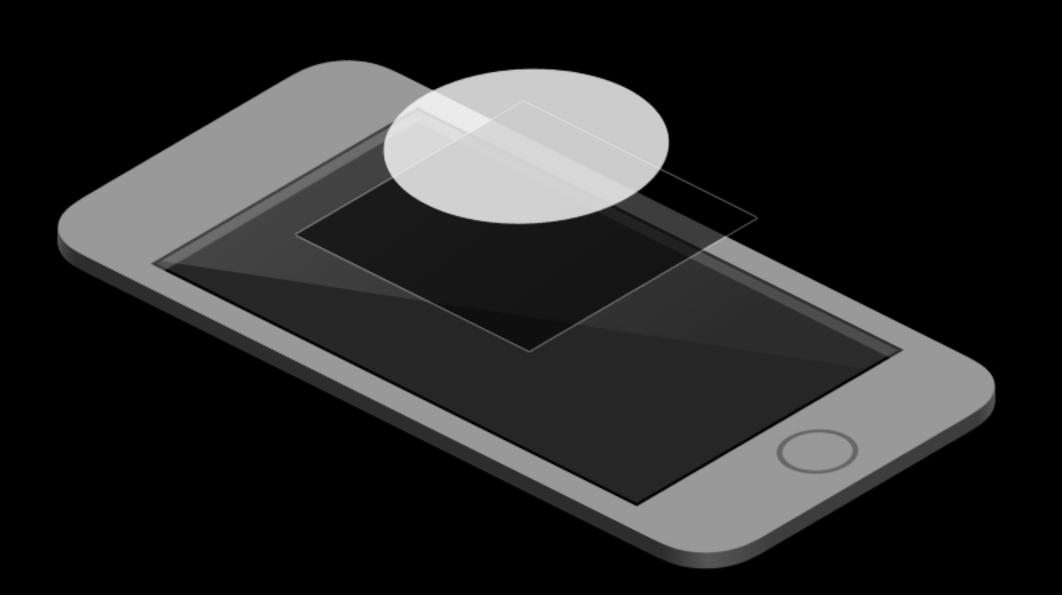


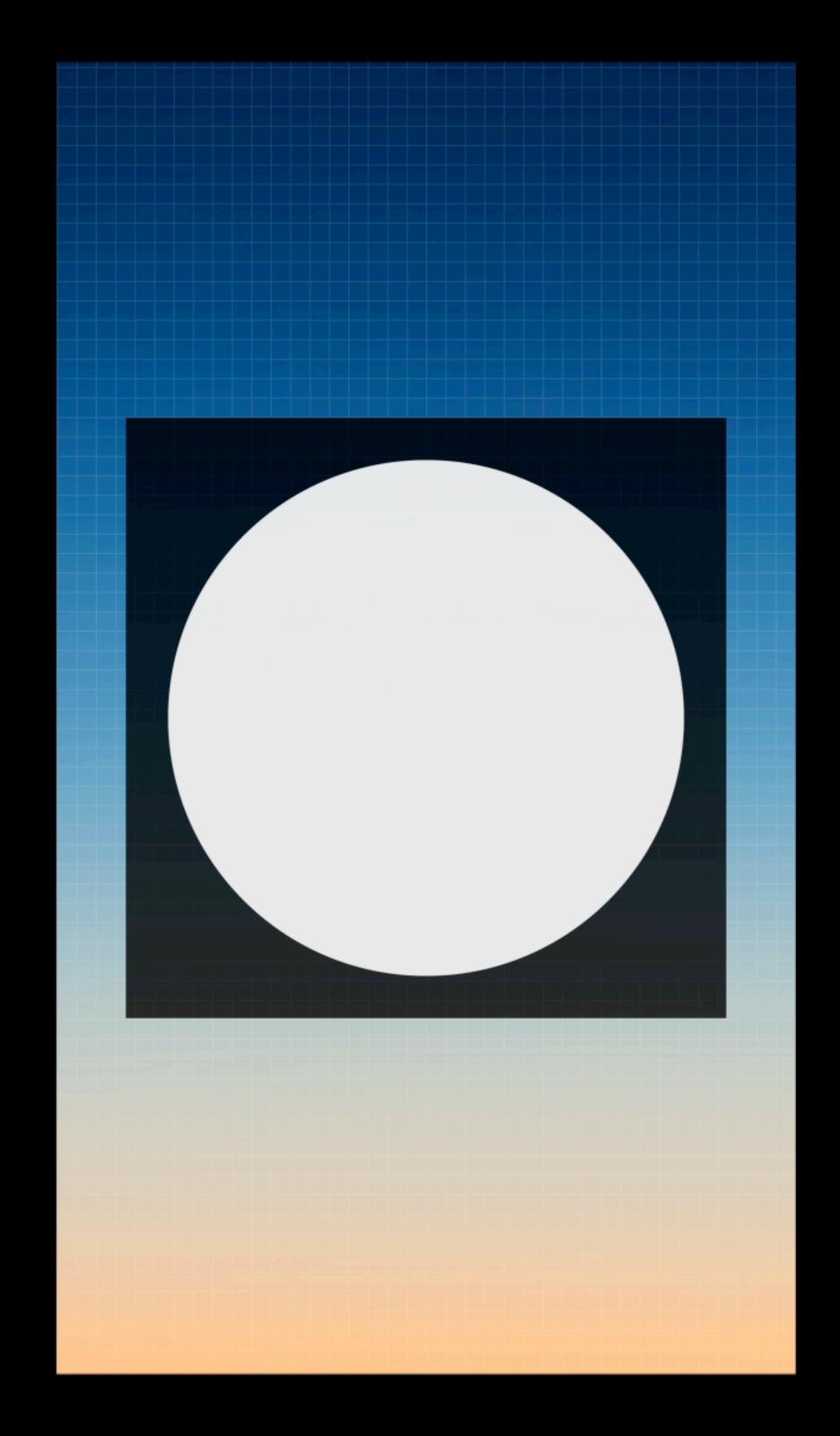


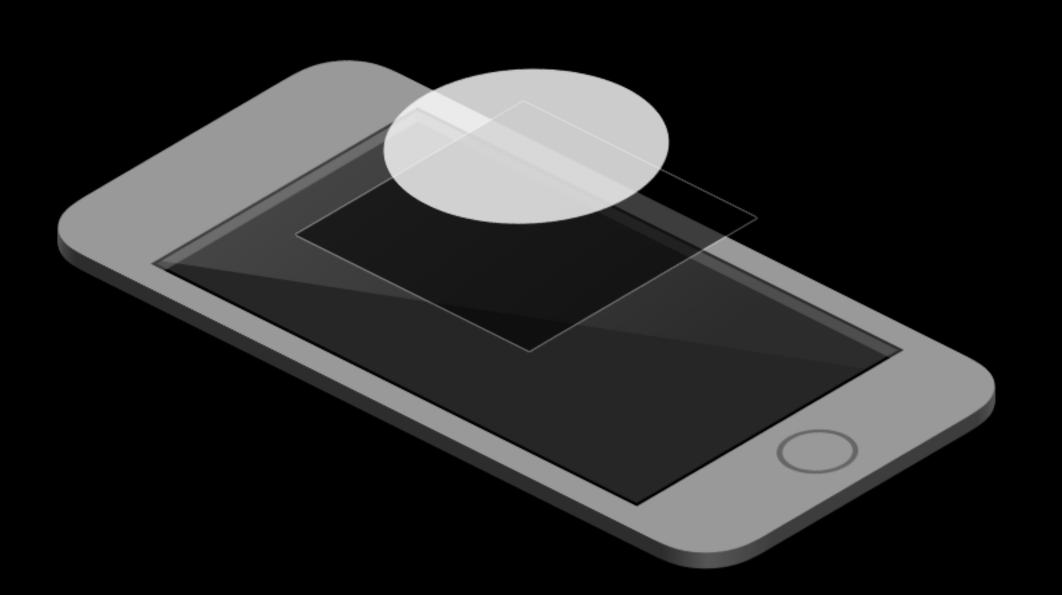


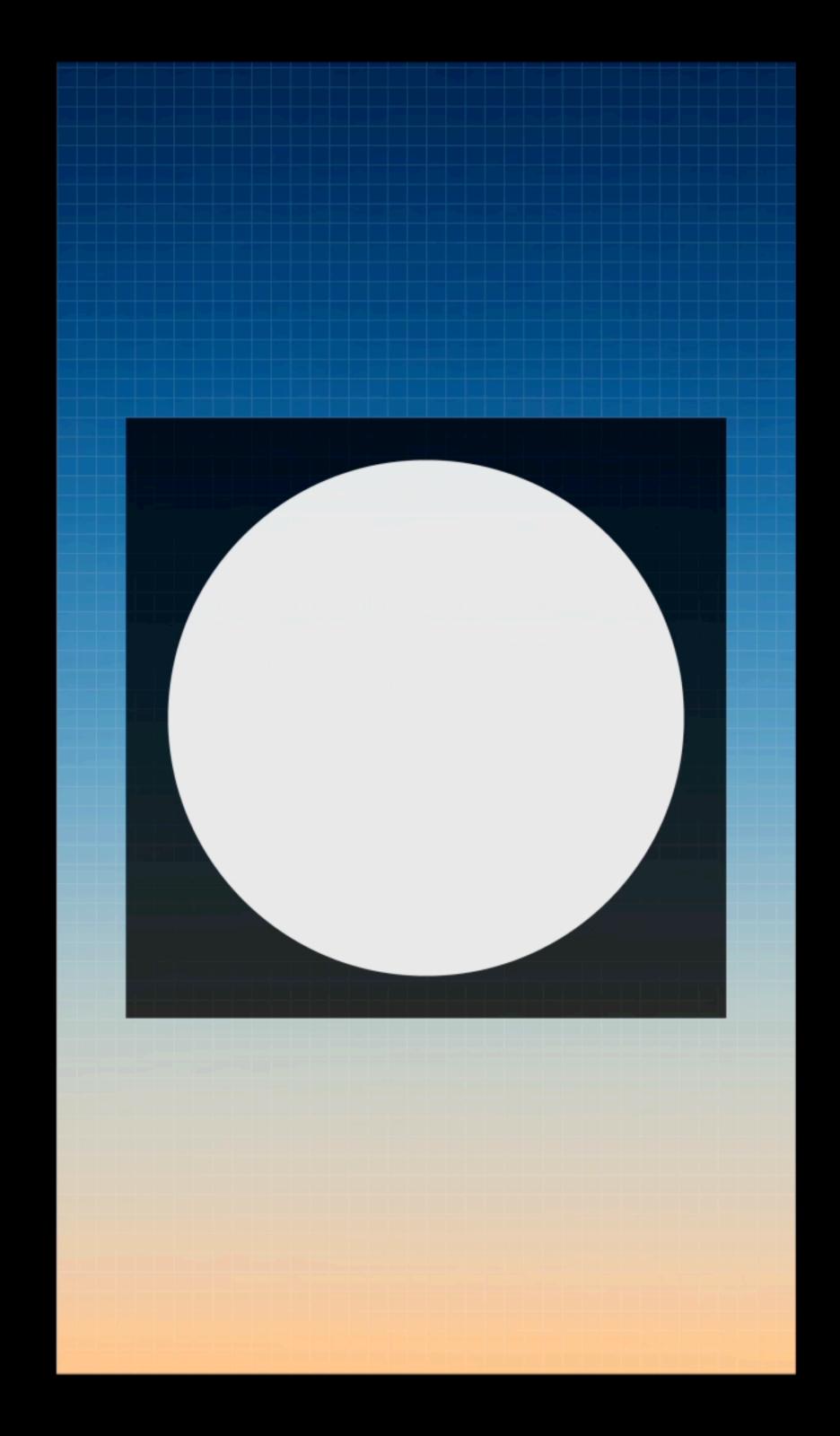


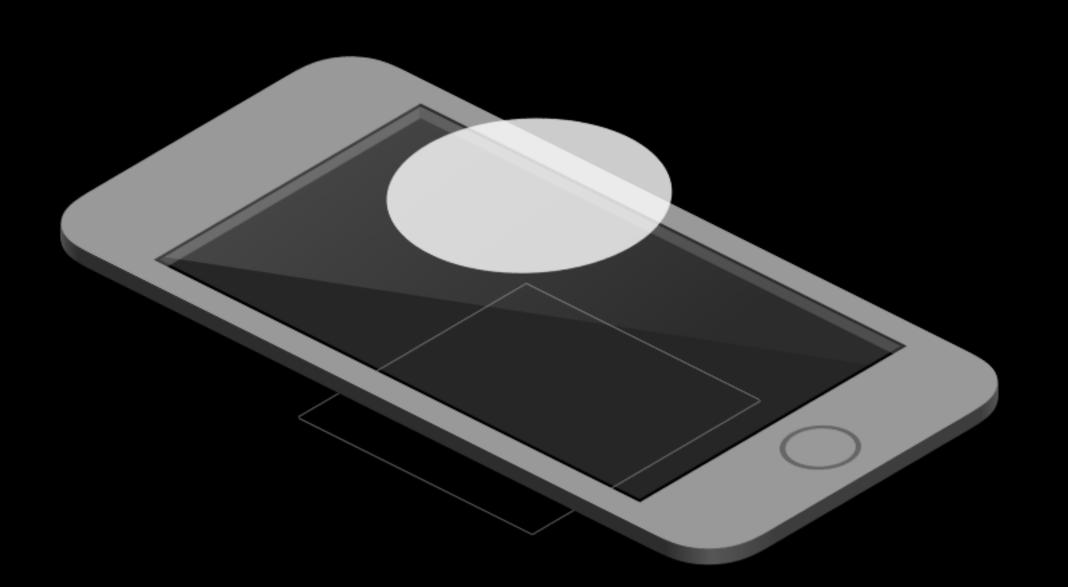


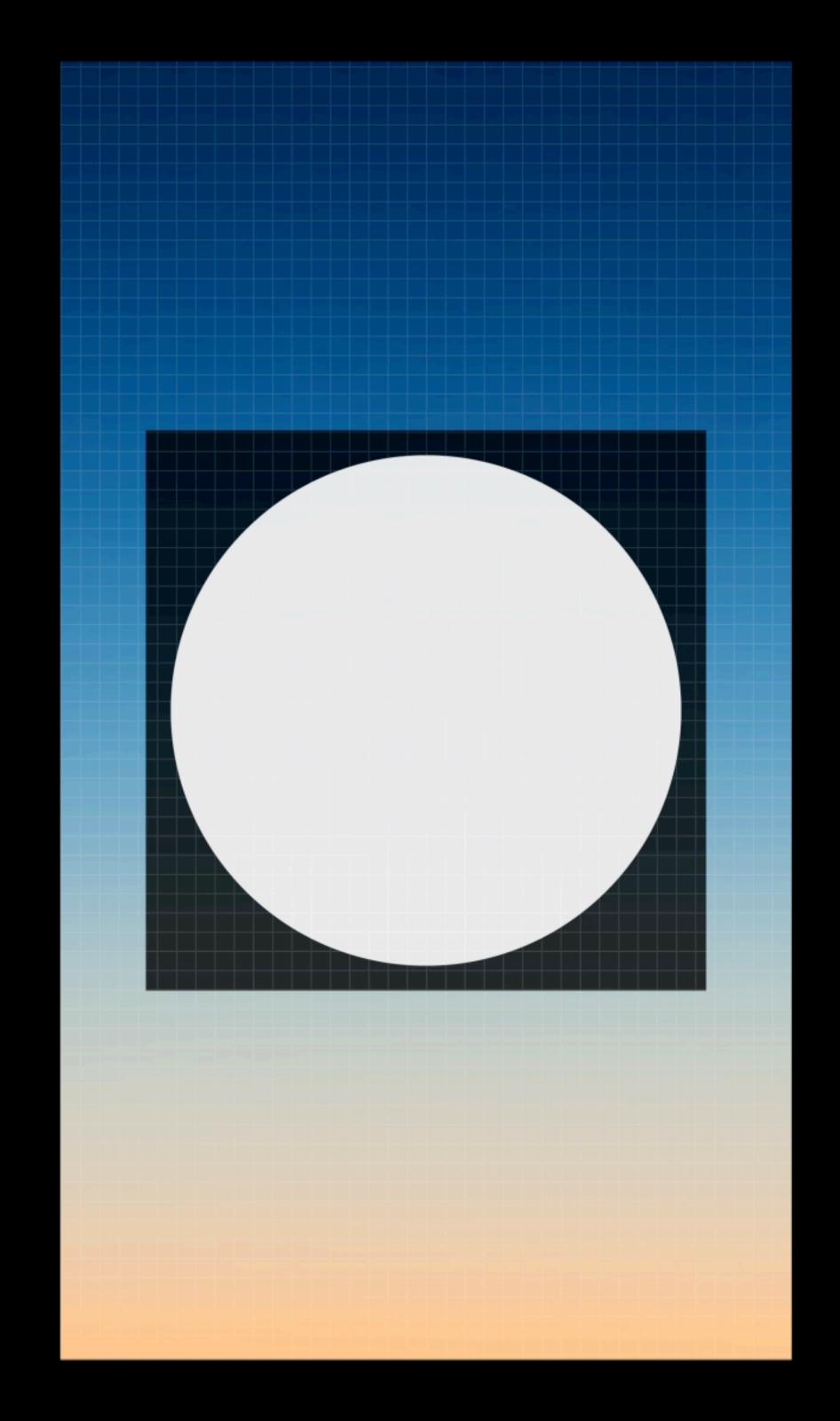


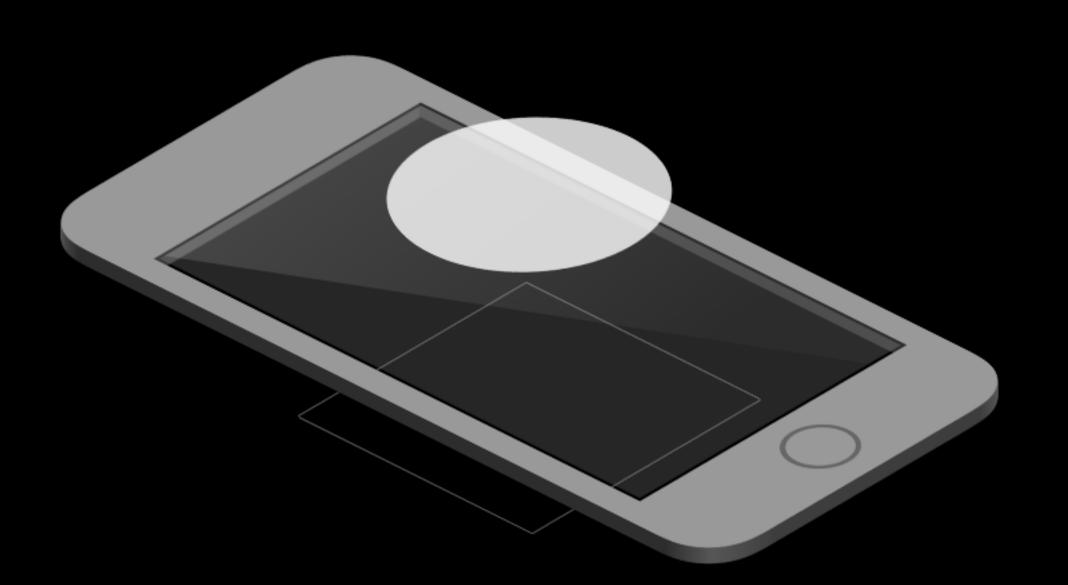


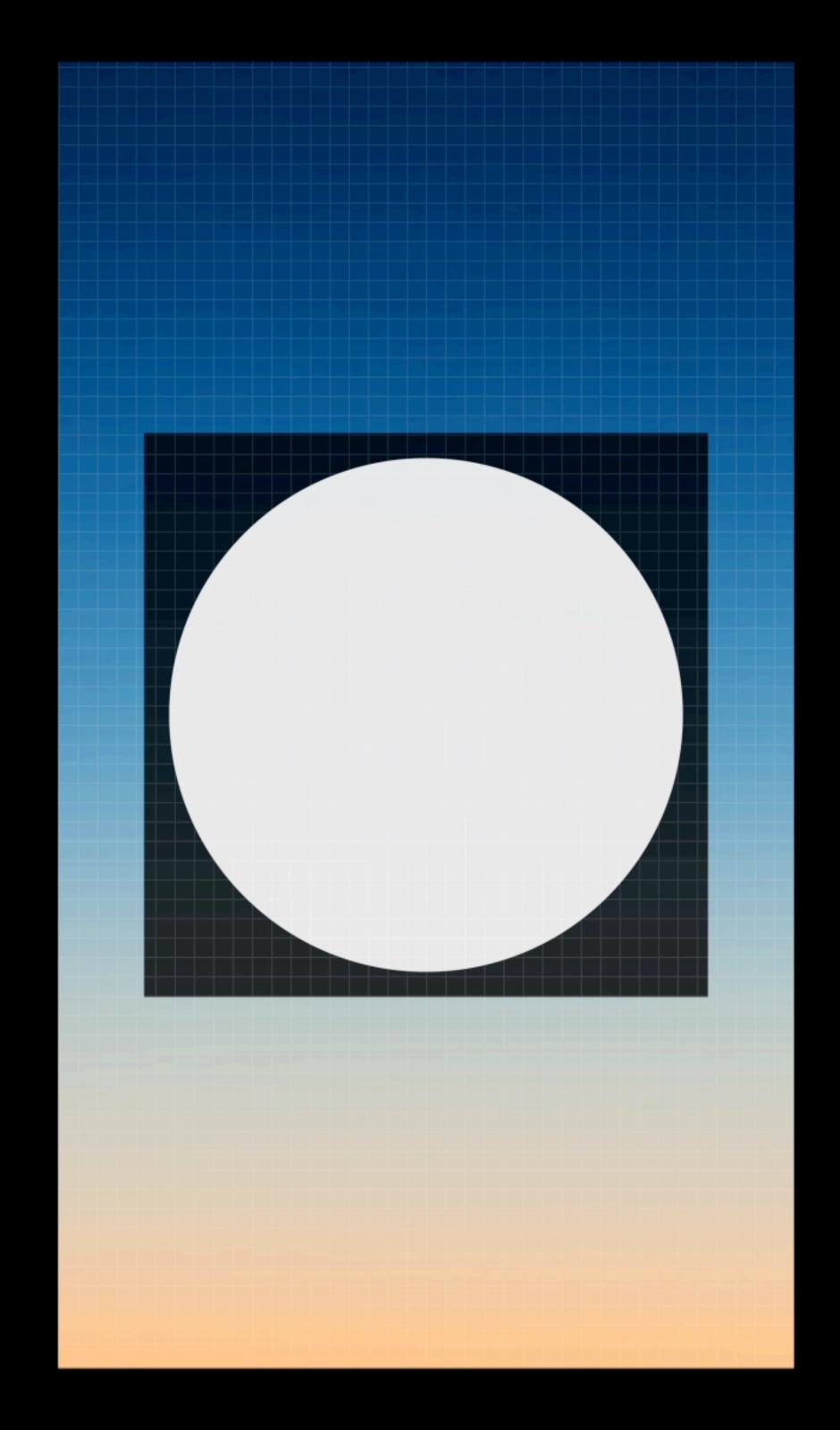


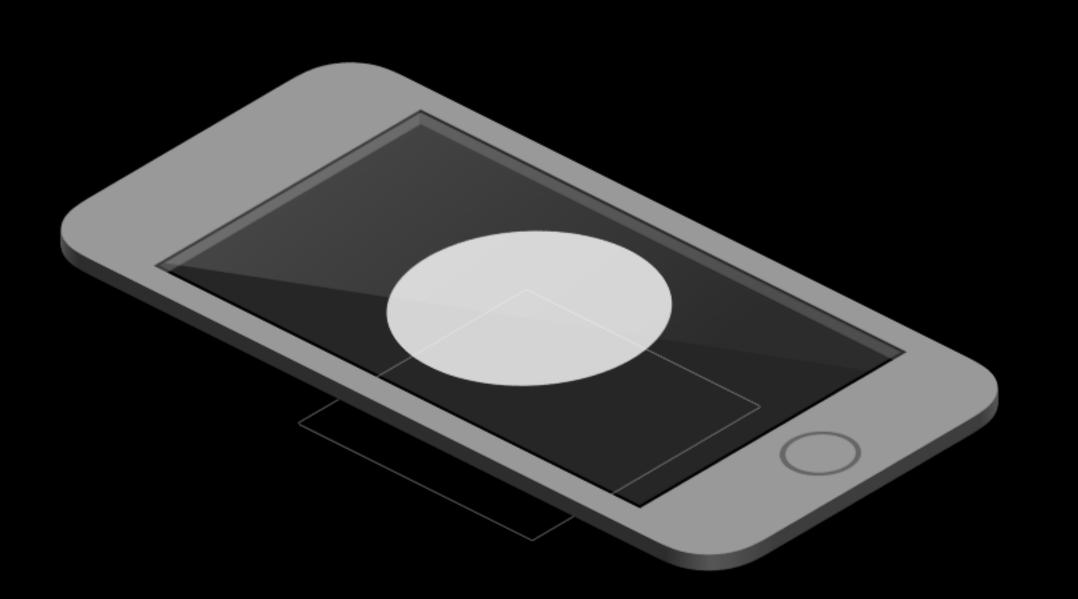


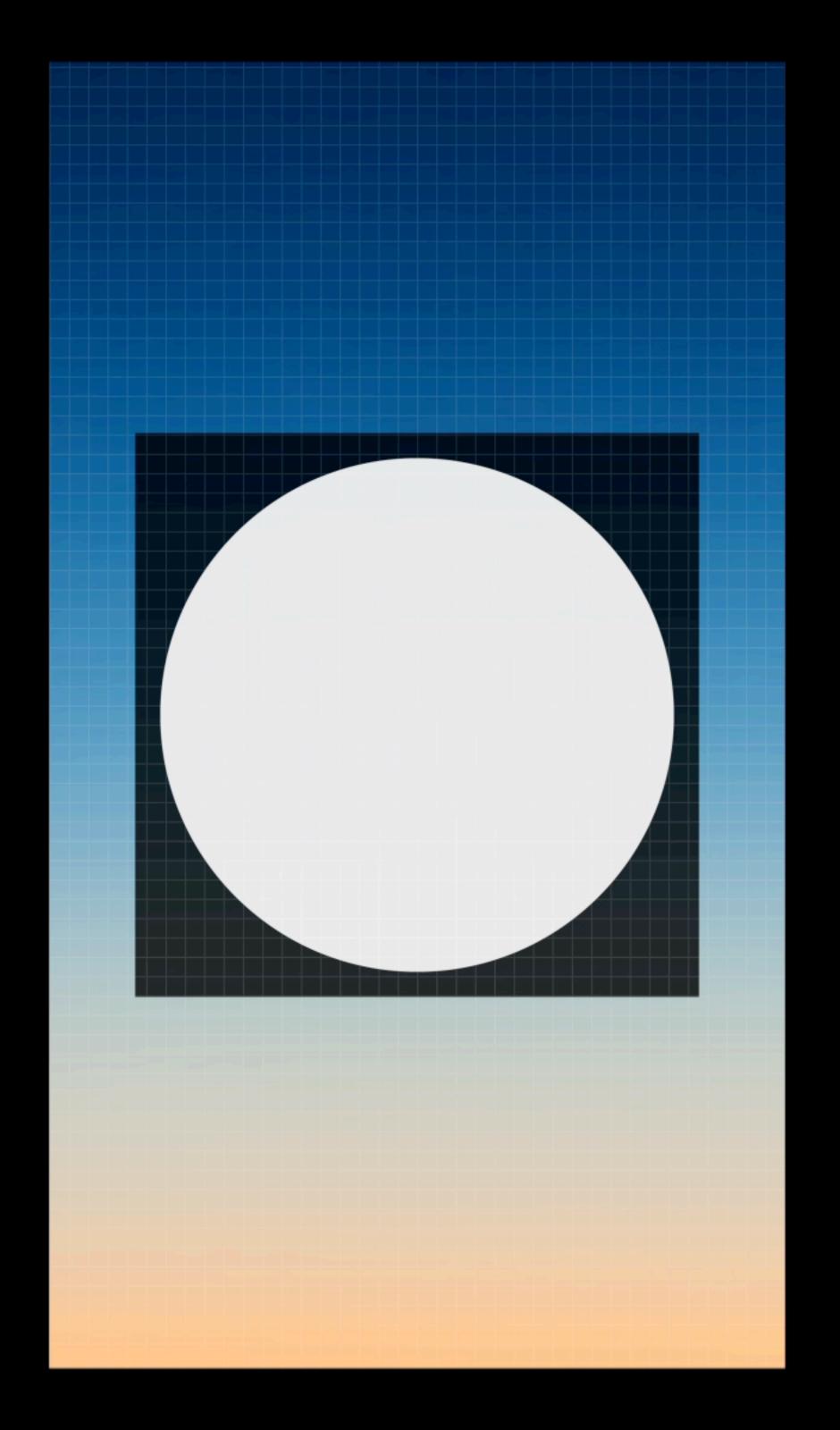


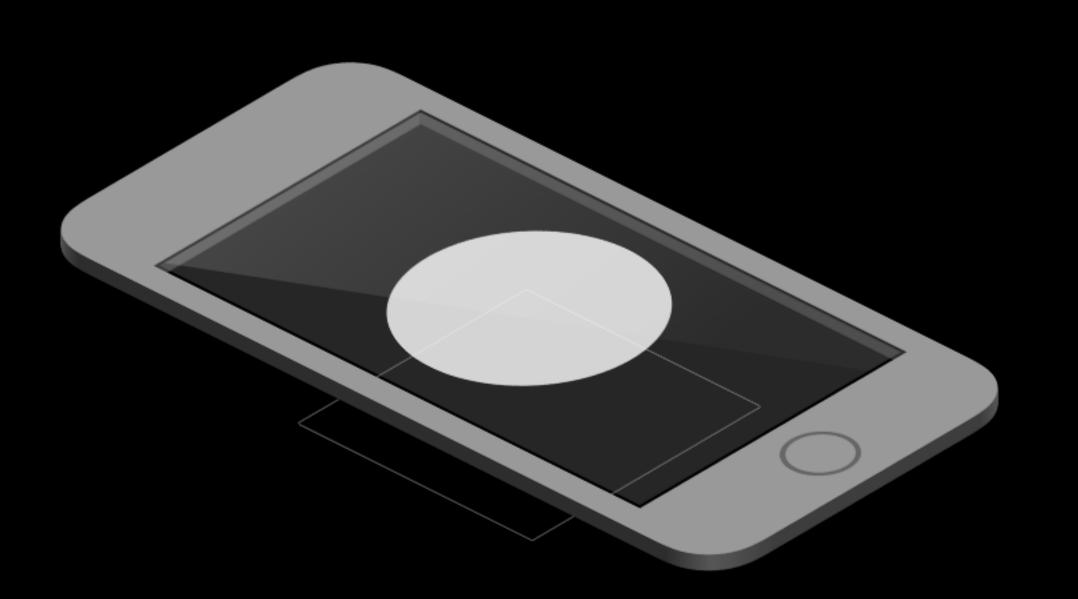


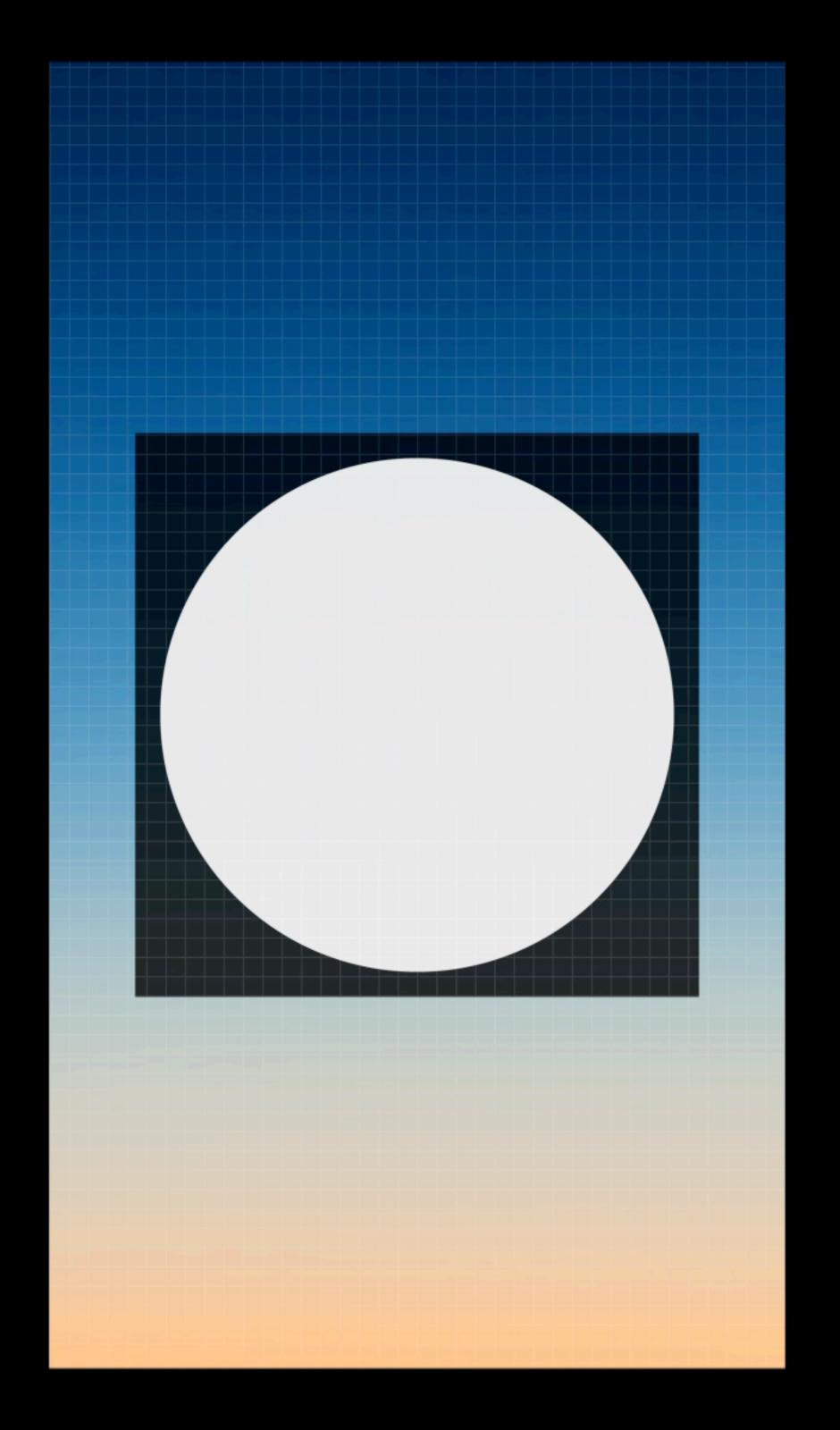












Final Thoughts

More Information

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iOS 7 Transition Guide & Human Interface Guidelines http://developer.apple.com/library/ios/design/index.html

